

Chapter 7

Infernal Denizens



are and exotic are the denizens of Infernus, for within this sealed ecosystem, countless abominations, humanoids, beasts, dragons, and even ordinary animals have evolved into the bizarre. When the gates of hell swung wide, many of these creatures began to show up in other planes of existence, including the Prime Material. Some of these species, like the glurp, have flourished in their new environments which lack natural predators designed to curtail their prolific behavior. Others have been nearly exterminated after being introduced to new predators for which they have no defense against.

Included in this chapter are dozens of new creatures, once exclusively native to Infernus. Listed in the individual descriptions, is the updated Climate/Terrain heading for where such monsters may be encountered today. The remaining headings follow the standard *MONSTROUS COMPENDIUM*® formats. Most of these creatures are for use in the *PLANE-SCAPE*™ campaign, though many can be modified for Prime games as well. ☺

"Awww... what a cute little kitten... poor thing, all alone here in the gutter..."

"You don't belong in a place like this... Here, let me help you out of those muddy waters... awww, you're purring, how sweet..."

"Wait a moment, what have you got there in your mouth?"

"Come on, let me see... Now, open wide... Ahhhhhhhh!"

—The story of Nine-Fingered Garth.

Aquarie

CLIMATE/TERRAIN:	Lower Planes (water)
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	N (I, Q, X)
ALIGNMENT:	Lawful evil (neutral)

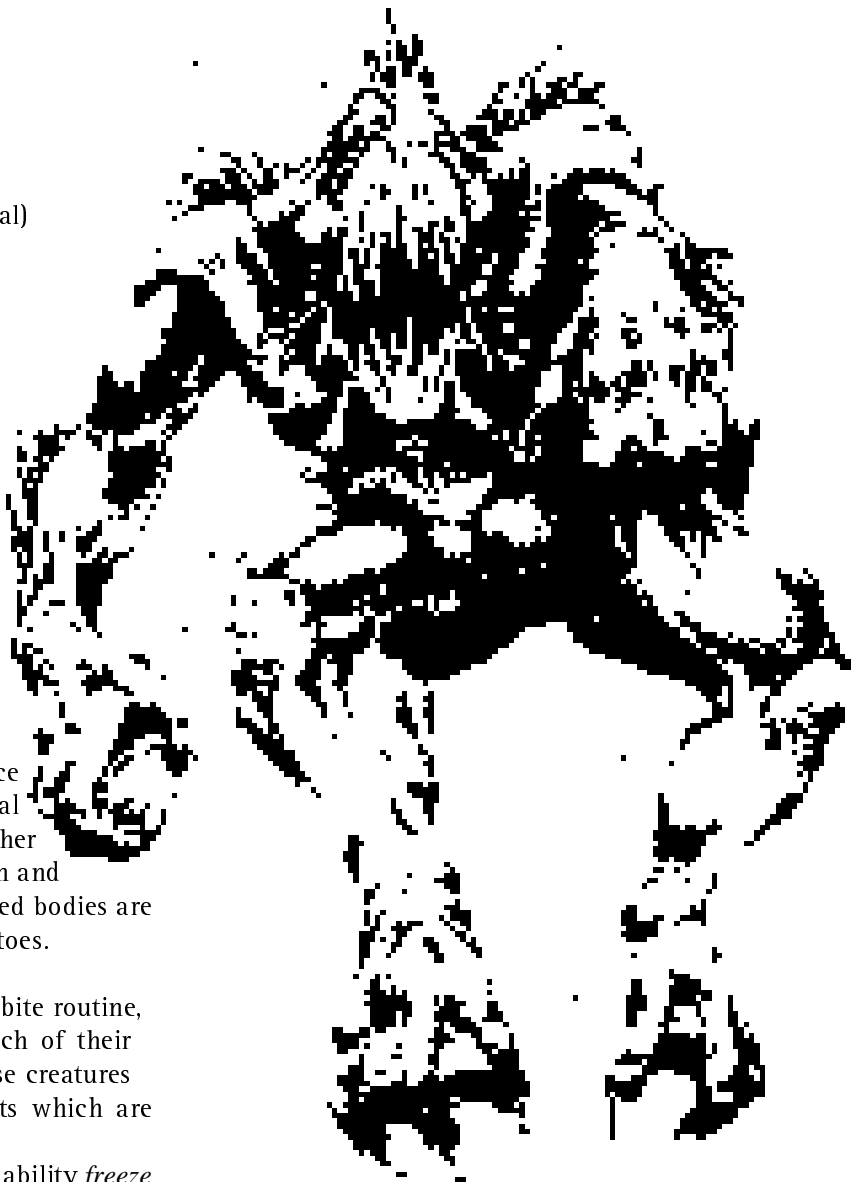
NO. APPEARING:	6-36
ARMOR CLASS:	3
MOVEMENT:	12, Sw 24
HIT DICE:	4+2
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/2d4
SPECIAL ATTACKS:	Freeze water
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	M (7' tall)
MORALE:	Elite (13-14)
XP VALUE:	1,600

Aquarie are a somewhat disorganized race of aquatic demons. They have no tribal organizations, nor a defined leader, but rather school about in groups for better protection and greater attack capability. Their gray-skinned bodies are slick and scaly, with webbed fingers and toes.

COMBAT: Aquarie attack with a claw/claw/bite routine, inflicting 1-4 points of damage with each of their claws and 2-8 points with their bite. These creatures are also fond of using spears or tridents which are sometimes magical.

All aquarie have the special magical ability *freeze water*, which enables them to solidify up to four cubic feet of sea water (or the equivalent). They may use this ability once per turn, and waters so frozen will melt naturally when exposed to temperatures above freezing. If a creature or portion of a creature's body is in the desired area of effect, it is allowed a saving throw and dexterity check to avoid entrapment. Aquarie mainly employ this ability collectively to form icebergs used in sinking surface vessels.

Aquarie also have extraordinary hearing, able to hear the clinking of metal up to one mile away, or boat oars up to two miles away. Aquarie hearing such noises will generally surface to investigate.



HABITAT/SOCIETY: Aquarie are prevalent in the Infernal seas, and especially in the Raen Ocean. They can also be found in the river Styx where it touches Infernus, and large groups of aquarie have swum the Styx to the shores of Baator, the Abyss, and several other lower planes.

Aquarie are ever-hungry carnivores bent on devouring surface dwellers that venture into or cross the paths of these waters. Conversely, they are themselves easy prey for many of the other horrors that lurk deep beneath the Infernal waters, and so always remain in groups. When their numbers dwindle, they will often search for other groups to merge with.

Ascenus

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9, Fl 18 (B)
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Sorrow
SPECIAL DEFENSES:	Regeneration, +1 or better weapon needed to hit
MAGIC RESISTANCE:	50%
SIZE:	M (6' tall)
MORALE:	Fearless (19-20)
XP VALUE:	8,250

Ascenus are the fallen spirits of particularly powerful mortals of good alignment that succumbed to elder temptation. Their transgressions have delivered their body and soul to the demons of Infernus—their punishment, to experience misery and pain which is only lessened by feeding off the life forces of good-aligned beings.

Ascenus appear as frail sages with black bat-wings. They have been fitted with crowns of misery and iron spikes, all of which have been hammered into their skulls. These crowns and spikes have slowly driven the ascenus insane, who receive only brief relief from their torment when they drain hit points from victims of good-alignment.

COMBAT: Ascenus attack with a touch that drains 2-12 points of damage. In addition, their gaze causes *sorrow* in others who fail a saving throw vs. death. Those affected by sorrow relive their worst suffering and grief (especially the loss of loved ones). Also, while reliving these distressing moments, victims are stunned for one round, unable to take action, and must make a successful save vs. spell or be affected as if smitten by a *symbol of hopelessness*, thus turning back in dejection.



HABITAT/SOCIETY: Ascenus live a miserable existence. They never need check morale, for their pain and sufferings have driven them insane—most longing for death. Ironically, when an ascenus dies, it reforms as a pudcra, doomed for eternal torment of a worse nature.

Many ascenus are aware of this fact, and fear such afterlife. Still, the pain of suffering in their current form is great, and so many search desperately for victims of good alignment to attack and, hence, relieve their sufferings for awhile.

A few ascenus are lucky, for they, like all fiends, are burned by holy water, and those able to be killed by it never rise as pudcra, and are thus forever dead.

Assassin Creeper

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	18, Cl 18, Wb 15
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	2d4/1d6/1d6/2d4/2d4/1d6 or by weapon type +7 (Strength bonus)
SPECIAL ATTACKS:	Fear, acid, poison, paralyzation
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	60%
SIZE:	M (7' long)
MORALE:	Fanatic (18)
XP VALUE:	17,450

The assassin creeper is a horrifying terror resembling a cross between a demonic spider and scorpion. It travels about on 3 pairs of spider-like legs, has a large horned head with six eyes, four arms—two of which end in clawed hands and the other two in serrated pincers—and a deadly scorpion's tail. The creeper is amazingly quick and nimble, and always moves in complete silence. They are able to climb walls and ceilings as a spider does, and can leap up to 15-feet in any direction. They are never surprised.

Assassin creepers were actually designed by the elder princes and kings as a means of retrieving or assassinating cutters that have displeased them. As the tromeek and maelash are employed against extremely powerful enemies, creepers are similarly called upon when a cutter continues to elude the elders or proves to be a master of diversion and subterfuge.

COMBAT: Assassin creepers are blindingly quick, always moving first against opponents with less than a 20 dexterity. Their ability to leap, climb walls and ceilings, and move in utter silence gives them the stealth they need to overcome all but the most clever of enemies.



When hiding on high ceilings, they may drop upon opponents from heights in excess of sixty feet without harm to themselves.

Assassin creepers have wide-ranged vocal chords that enable them to mimic the sounds and voices of

nearly any creature. They often use this ability to imitate cries for help from loved ones or allies. To further enhance this ability, they are able to speak all known languages and can even converse via telepathy if necessary.

Creepers have many effective attack forms. First, they may use their two clawed hands for 1-6 points of damage each (plus strength bonus). They may also employ their two pincers for 2-8 points, and can bite opponents for 2-8. Victims bitten must also save vs. poison or they will grow weak and feeble (strength is reduced to 3 for 1d4 days).

Their scorpion-like tail lashes for 1-6 damage and injects a paralyzing agent. Anyone so struck must save vs. poison or be paralyzed and unable to move for 1d4 days.

When pressed, a creeper may spit acid in a 3-foot wide stream, extending up to 40-feet in length. This acid causes 5d8 damage unless a successful saving throw vs. breath weapon is made—in which case damage is halved.

Something that deters physical attacks against a creeper, if known by their assailants, is the corrosiveness of their blood. Any slashing, piercing, or cutting weapons that score damage against a creeper will be affected as if struck by a black pudding (*MONSTROUS MANUAL™* [2140], *Pudding, Deadly*). In addition, bludgeoning weapons that score more than 10 points of damage in a single hit will likewise be affected. Splatters of their blood will also eat away at floors, walls, and other nearby objects. Finally, creatures wielding melee weapons stand a percentage chance—equal to the damage they score against a creeper—of themselves being sprayed with this acid. Creatures thus sprayed are burned for 2d10 points of damage (save vs. breath weapon for half damage).

Assassin creepers may generate *fear* in a 10-foot radius at will. Their gaze also causes *weakness* and *chill* (save vs. death or *slows* 50% and -5 on all dice rolls) for 1d4 rounds after the gaze is lifted.

A particularly vile attack mode employed by creepers is the implantation of their young. Held or paralyzed victims are subject to implantation from a three-foot long proboscis which is extended from the mouth. This organ will burrow into the abdomen of a victim and implant an embryo the size of an apple. In 1d6+2 days, the embryo will have grown into a small creeper the size of a human baby that will begin to claw and eat its way out of the living host. Such embryos will have 2 hit dice and will automatically inflict 1d6

damage per round until free. Freeing itself from the host always takes 2d6 rounds, however, once exposed to air, the young creeper will die in one turn. The reason creeper young die is because the elder princes do not allow the assassin creepers to reproduce—leaving that privilege to the princes themselves.

Once per round, a creeper may use any of the following spell-like powers: *advanced illusion*, *alter self*, *brand*, *clairvoyance*, *clairaudience*, *ESP*, *polymorph self*, *teleport w/o error*, and *weakness*. Once per day, they may cast *hallucinatory terrain*.

In addition, the following spell-like abilities that are always active and do not require concentration or initiative to use are: *detect good/evil*, *detect lie*, *detect life*, *detect magic*, *detect traps*, *detect undetectable lie*, *false alignment*, *know alignment*, *protection from cantrips*, *protection from chaos*, *protection from good*, and *true seeing*.

Once per day, an assassin creeper may attempt to *gate* in a tromeck elder with a 15% chance of success. They regenerate 3 hit points per round.

HABITAT/SOCIETY: The exact number of assassin creepers is not known, however, they do seem to congregate in the Infernal palaces of various overlords and princes. Some have been assigned to specific duties in other realms or areas, and lay in wait to carry-out their orders. Others have been delegated to spying on those that do not warrant the trust of elders.

Whatever the case, assassin creepers inspire a certain fear among other elders and elderkind. Creepers are so feared because they are sometimes used as spies, investigators, and secret police. To those that are native to the realm, they are occasionally referred to as the Inquisitors of Infernus.

Serving in this role of secret police for the high-up men of Infernus, they are accorded much respect and given a wide berth. Citizens are usually all too eager to assist these creatures when they can make good names for themselves or advance in station. On the other hand, most creatures will avoid creepers at all costs, wishing to not get involved with their affairs and, thus, the affairs of the princes and overlords.

ECOLOGY: The process in which creepers are produced is known only to the elder princes themselves, though it is rumored that the maelefic play some role in their creation. Whether this is true or not may never be known. Whatever the case, creepers thankfully do not exist in great numbers—their kind actually being quite rare.

Cat, Infernal

CLIMATE/TERRAIN:	Lower Planes, Outlands
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	1+2
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2/1d2/1d4
SPECIAL ATTACKS:	Taunt, rear claw rake 1d2/1d2
SPECIAL DEFENSES:	Rebirth (see below)
MAGIC RESISTANCE:	Nil
SIZE:	T (1-2' tall)
MORALE:	Elite (13-14)
XP VALUE:	225

Infernal cats and kittens are now common throughout the Lower Planes. Most are kept as pets, but a few roam the streets of various cities in search of mischief.

The Infernal species is very similar to ordinary domestic or wild cats except that they sprout two horns and wicked teeth. Most weigh between 10 and 15 pounds, though some pampered specimens can weigh as much as 30 pounds.

Kittens have large orange eyes and a strong sense of wonder about them. They are unbelievably curious, and it is this curiosity that sees over 90% of them slain before adulthood. An adult's eyes tend more towards crimson and sometimes (rarely) glow red.

COMBAT: Infernal cats attack with a double claw and bite routine. Their claws score 1-2 points of damage each and their bite a nasty 1-4. If both of their claw attacks succeed, they may furthermore rake with their rear claws for an additional 1-2 points each. Kittens are able to inflict only 1 point of damage via their bite. All such cats are extraordinarily quick and nimble, able to jump up to heights exceeding ten feet.

In addition, Infernal cats are able to *taunt* their victims at will, as per the spell of the same name. They use this ability to unbalance their prey and those enemies that would devour or kill them. Their sense of survival is quite keen and often alerts them of impending



ing danger (though, their curiosity often overpowers such instincts).

Whenever an Infernal cat is slain, it stands a base 25% chance, plus 2% per year of age, of being reborn instantly. If the roll is successful, the slain cat will rise the following round—its wounds healed, and with a new hit point total. Its mind, though, is the same. No cat of this variety can ever be reborn more than nine times.

HABITAT/SOCIETY: Infernal cats make dangerous, if not amusing, pets. They will betray their owners when they are able to do so without the owner's knowledge. They are always as warm and comforting to their master(s) as possible, and despise all friends and foes alike.

They are also renown for their deviousness and cunning. Such creatures delight in causing all sorts of mischief only to later plant evidence pointing blame at another pet or enemy. They are easily displeased and very temperamental—always taking much pride and effort in plotting an appropriate revenge.

Infernal cats speak their own language, and can also converse in broken common and *Maelhoran*, the Infernal Black Tongue.

ECOLOGY: Infernal cats possess amazing multiplicative proclivities and average about two-dozen a litter. They are preyed upon by many creatures, though their reproductive tendencies seem to more than make-up for any number of predators.

Cats prey upon all manner of small creatures and sometimes hunt in packs when attacking larger prey such as razorclaws (q.v.).

Dog, Infernal

CLIMATE/TERRAIN:	Lower Planes, Outlands
FREQUENCY:	Common
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 or 4-16 (4d4)
ARMOR CLASS:	5
MOVEMENT:	15, Fl 12 (C)
HIT DICE:	2+3
THACO:	19
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d2/1d2/2d4/1d2
SPECIAL ATTACKS:	Taunt
SPECIAL DEFENSES:	Knock
MAGIC RESISTANCE:	Nil
SIZE:	S-M (3-6' long)
MORALE:	Steady (11-12)
XP VALUE:	210

Infernal dogs and puppies have proliferated themselves throughout the Lower Planes, Outlands, and Sigil. Most are pets and the remaining roam in packs. This Infernal variety is not at all similar to the ordinary dog. They have horned chins, bladed tails, large vicious claws, and most of all, large feathery wings.

COMBAT: These creatures attack with their claws for 1-2 points of damage and with a nasty bite for 2-8 points. They may also lash with their bladed tail for 1-2 additional points.

These creatures cannot usually be bound by chain, lock, or otherwise, as they possess the innate ability to *knock* these bindings up to five times per day.

Furthermore, they are able to *taunt* by the tone of their bark—though this ability is usually only affective versus their owners or masters.

HABITAT/SOCIETY: Infernal dogs are often kept as pets, providing love and comfort to their master(s), though not without a price. At first glance, it may seem unusual for such a genuinely loving creature to be found in realms such as these, but as any owner will soon discover, there is a price for such love—love which is often transformed into hate.

In order to bond with an owner in a loving manner as opposed to making an enemy of him, the Infernal dog must be raised from a puppy. Fortunately, these puppies are in an abundance as their mating proclivities are unbounded.



Once born, and up until at least their fourth year of life (if they survive that long), they are considered puppies. Puppies have all of the abilities and statistics of an adult, save wings.

The curse of the puppy is that they never tire and have no need for rest or sleep until their fourth or fifth year of age. They harbor an amazing amount of energy and cannot remain still for more than one or two rounds at best before running about, barking, chewing, urinating, and depositing feces in the most inappropriate of places. They must constantly eat in order to produce so much waste and somehow manage to bark even while eating.

Puppies will play with Infernal cats, irritating those creatures to no end—and to the resulting revenge of the cat. They will also attempt to lick and slobber over any guests or creatures met while with their owners or otherwise. This slobbering also acts as a double-strength *taunt* spell.

Once adulthood is reached, these dogs immediately become extraordinarily lazy—as if to make-up for their entire youth's depletion—and will only move to and from their feeding and watering dishes. They are able to fly but rarely do so as this expends a great deal of effort. Domestic adults will also neither protect nor watch for intruders or partake in any activities involving the accompanying of their master(s), as this too requires more energy than they are willing to expend.

Still, these animals are often sought, as genuine love is rare in the Lower Planes.

Domber

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	See below
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	3
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10+1
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Unsteady (5-7)
XP VALUE:	450

Domber are tortured spirits—an intermediary of life and death. They were formerly thieves that were slain by pursuing enemies—enemies they would have escaped from if not for the weight of their loot which slowed their flight (wealth their greed would not allow them to cast aside, even to save one's own life).

Domber are skittish and uneasy, stricken with the punishment of dragging great stones with them at all times. They prefer their existence to the afterlife, for when domber are killed, they rise as petitioners ready to undergo the true torment of the pit eternal.

COMBAT: Domber attack by swinging their heavy stones like a flail. They may strike once per round, and any successful hit bludgeons for 2-11 (1d10+1) points of damage.

Domber are neither dead nor undead. They are intermediary spirits, and as such may be turned as a ghost.

HABITAT/SOCIETY: Domber are doomed to wander Infernus until they are eventually slain. They wish to postpone the inevitable for as long as possible, for even this existence is better than the pit.



Domber will always flee from combat when given the opportunity. They will attempt to use pity as a defense to thwart attacks if they are unable to escape.

On the other hand, domber will always attack weak opponents for sport. They do this in a twisted sense of relief from their agony—turning suffering upon another as a distraction from their wretched existence.

Another punishment of the domber is that they are forbidden to touch wealth. It is said that when one does he is either vanquished by a greater spirit or doomed to carry another stone. Whichever is the case may never be known, however, one thing is certain: dombers are never encountered carrying anything of value.

ECOLOGY: It is said that anytime a thief dies from failure to escape a pursuing victim of his robberies, when he would have lived by casting aside the weight of his loot, he will be doomed to the life of a domber.

Draegue

CLIMATE/TERRAIN:	Lower Planes, Outlands
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	M
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2/1d2/1d3
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	S (2' tall)
MORALE:	Steady (11-12)
XP VALUE:	975

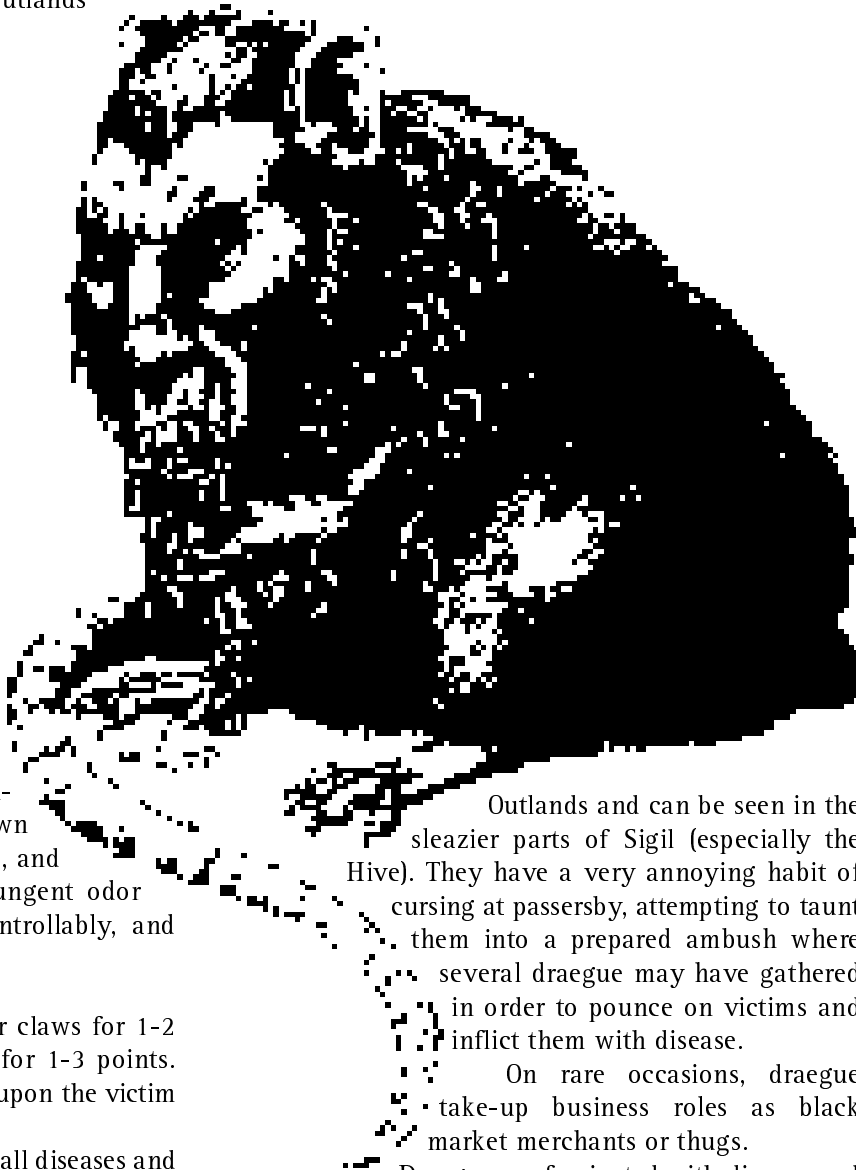
Draegue are small rodent men approximately 2-feet high. They have dark brown or black fur, mottled pink faces and tails, and dirty-yellow teeth. They give off a pungent odor detectable up to 5' away, drool uncontrollably, and speak in slobbering, cracked tones.

COMBAT: Draegue attack with both their claws for 1-2 points of damage each, and their bite for 1-3 points. Their bite also inflicts a random disease upon the victim unless they save vs. poison at -3.

In addition, draegue are immune to all diseases and possess a 25% magic resistance. They are able to *change self* at will and can also become *invisible* twice per day for 1 turn. Draegue can see all invisible objects and illusions for what they are. Once per day they may use a *suggestion*.

HABITAT/SOCIETY: Draegue often serve as familiars to black witches that summon them. In such roles, the draegue respects its master as long as she is of the foulest evil, and the draegue is allowed to gnaw on opponents in order to spread disease.

These rodentmen are commonly found in the alleyways and dark streets of many cities throughout the Lower Planes. They are also prevalent in the



Outlands and can be seen in the sleazier parts of Sigil (especially the Hive). They have a very annoying habit of cursing at passersby, attempting to taunt them into a prepared ambush where several draegue may have gathered in order to pounce on victims and inflict them with disease.

On rare occasions, draegue take-up business roles as black market merchants or thugs.

Draegue are fascinated with disease and love to watch its debilitating effects on humanoids. They are 95% likely to be lured to any location where a new disease is rampant.

Occasionally, a small group of draegue will gather in order to capture a healthy man-sized victim. They will then infect him with one or more diseases while placing bets with one another. They gamble on the estimated day he will die.

ECOLOGY: Draegue will seek a mate four times a year. They require four days of uninterrupted courtship in order to successfully mate, and females bear litters of up to 20 young at a time.

Enlopod

CLIMATE/TERRAIN:	Infernus or Lower Planes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	I, S, T
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	Fl 9 (B)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d6
SPECIAL ATTACKS:	Paralyzation, charm, psionics
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	40%
SIZE:	H (12' diameter)
MORALE:	Fanatic (17)
XP VALUE:	16,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
8	3/4/13	All/All	5	13	140

Enlopods are large flesh-eating abominations that float about in constant search of food. Their levitate ability enables them to move with complete silence, drifting endlessly at will. They have three oblong eyes capable of 240' infravision, and they are able to detect movement at twice the distance of normal seeing humanoids.

Below the creature's large, fanged mouth is a pair of spear-like projections used for impaling food. On either side of their mouth is a hand-like growth with six tentacle fingers ending in arrowhead barbs.

Their carapace is very hard and ranges wildly in color. They are completely silent, but will snarl and growl when engaged in melee. They rarely communicate, using a form of telepathy when they do.

COMBAT: Enlopods attack by lunging at victims in hopes of impaling them on their twin spear-like lances. A successful hit scores 3-18 points of damage.

Additionally, they have a total of twelve tentacles that they may use against an impaled victim or other victims within 20 yards. An impaled victim can be automatically stuck with as many of the tentacle barbs as the enlopod wishes. Other victims within 20 yards of the enlopod are attacked by flinging the arrowhead



barbs from their tentacles. Hits are calculated as missile-like weapons and score 1 hit point of damage on a successful hit.

Any creature struck by such a barb must save vs. poison or be paralyzed for 1d3 turns. Multiple hits require multiple saving throws, but the duration of paralyzation remains the same.

An enlopod that uses a tentacle against an impaled or ranged victim loses its barb, and must allow 1d6 days to grow another. Therefore, enlopods use their barbs sparingly, for they are often surrendered for a meal.

These creatures will also use their psionic and innate *charm person or monster* abilities to capture food—the latter can be cast once every three melee rounds.

A paralyzed or charmed victim is brought close to the enlopod, where it is seized by the tentacles which maneuver the victim into the enlopod's mouth. Held victims are automatically bitten for 1d10 points of damage per round until freed or devoured.

HABITAT/SOCIETY: Enlopods are non-social beings, bent on devouring all other edible creatures. They only keep charmed victims for use as food, and rarely communicate except when attempting to bribe or lure food.

Glaam

CLIMATE/TERRAIN:	Lower Planes, Outlands
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Copper
INTELLIGENCE:	Low (5-7)
TREASURE:	J
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (8-10)
XP VALUE:	95

Glaam are the Infernal beggars. They have made their way out of Infernus, winding up on the streets of Sigil as well as any other major city in the Lower Planes and the Outlands.

Glaam appear as retched humanoids with diseased, mottled-green/gray skins and wear tattered, stained, and soiled rags. They always carry a mug to collect handouts.

COMBAT: Glaam attack by use of any weapon they can find, but usually shun combat altogether. They are carriers of disease and can infect others with a random disease type if situations permit. They are themselves immune to disease, but not its apparent effects.

HABITAT/SOCIETY: Glaam are entirely lazy, never willing to perform services of any kind. They will not serve as look-outs, spies, or perform labor, nor will they bargain for such tasks even if offered great sums of wealth. They accept only handouts, and will turn down all monies, services, or offers of help, including free housing, food,

or other aid. Glaam desire simply to be left alone and to collect spare snippets of coin.

Glaam are so stupid and poor that they do not recognize gold, platinum, electrum, silver, or gemstones as forms of wealth, and will discard such coin. They do, however, love copper.

When a glaam has collected 100 copper pieces in its mug, it will then devour the coin, thereby impregnating the glaam with a fetus. Such a fetus will grow on the glaam's back until it reaches 20 lbs, thereafter dropping off to form a new glaam.

All glaam are born with a mug in hand, and if they lose their mugs, can swallow a single copper piece and then defecate another such mug—this process taking one turn to complete.

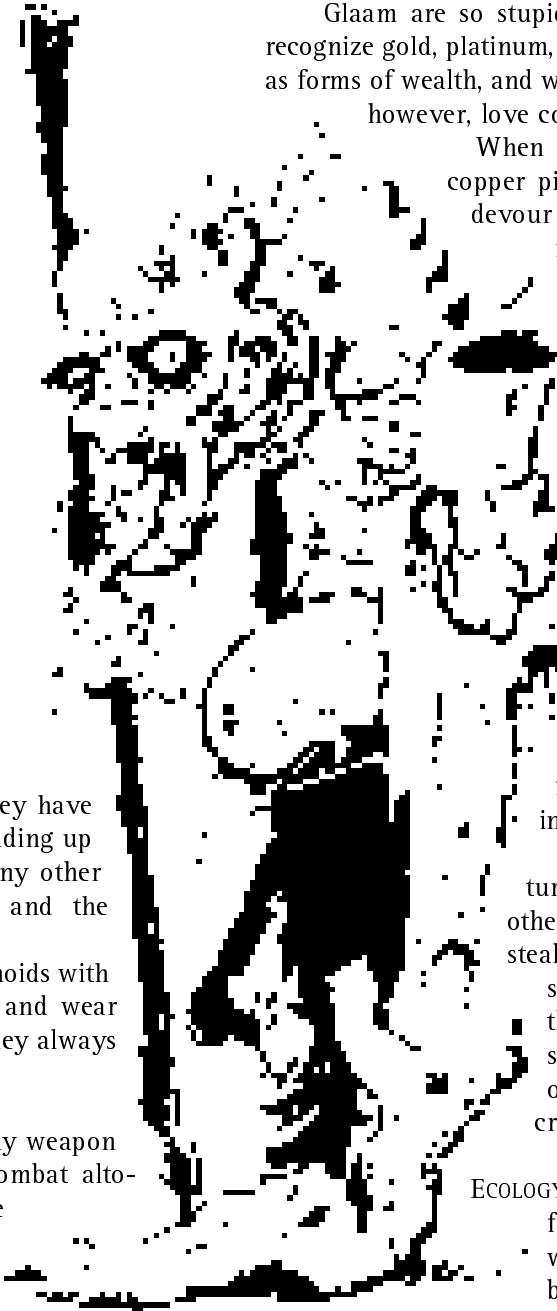
Glaam are masters of whining and pity. They often moan in acts of misery followed by pleas for copper in order to "buy" a decent meal.

Many glaam will also capture small, defenseless pets or other animals (some of which they steal), in order to gain further sympathy from the locals. If this doesn't work, they will starve the animals and defecate on them in order to make the creatures more homely.

ECOLOGY: No one knows where glaam first originated, whether they were created or simply came to be. It seems unlikely that any

being would create such a monster, as they apparently serve no purpose. In large cities they can easily become a major problem, as their handouts allow them to breed quickly.

Because of this, some cities, like New Paradise, send monthly patrols into the streets on missions to destroy as many of these creatures as possible. Other cities have passed recent laws making it a crime to give handouts to beggars of any kind.



Glabredi

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	By weapon type +6, and bite for 1d8
SPECIAL ATTACKS:	Spit nails
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	M (7' tall)
MORALE:	Elite (13-14)
XP VALUE:	1,250

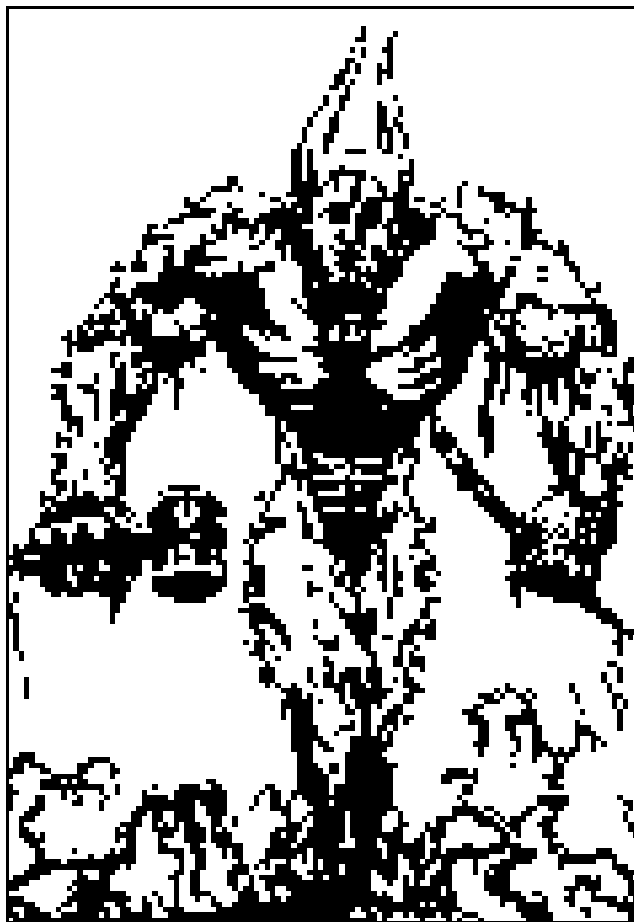
Glabredi are horned demons with partially decaying bodies. Bits and pieces of other creatures' skins (victims) have been nailed to the glabredi's body. They are also fond of wearing the faces of other creatures as masks.

COMBAT: When in close quarters, a glabredi bites at its opponents for 1-8 points of damage. It may also strike with any handheld weapon with an 18⁰⁰ strength. However, they usually carry a large mallet or hammer used for hammering nails that inflicts 1d6+1 points of damage.

These creatures may also spit nails at opponents. Each round, they may spit up to 9 nails which can be directed at different targets within 30 yards if so desired. These nails are treated as missile weapons and cause 1-2 points of damage each.

Furthermore, glabredi may use the following spell-like abilities, once per round: *agonize*, *detect invisible*, and *weakness* (once per turn).

HABITAT/SOCIETY: Glabredi live a miserable existence, for they must constantly replace their decaying skins. For this reason, these creatures will rarely give-up a fight against creatures possessing a good skin or hide. They avoid diseased opponents, and will often flee from battle if faced with defeat.



Though primarily found on Infernus, a few of these creatures have been encountered in the Outlands and in Baator. Glabredi that wander to Baator, Gehenna, and other Lower Planes generally shorten their life spans greatly, for they are not welcome there.

Particularly desirable lands for the glabredi are the bloodied battlefields of the Blood War. These creatures have been known to show-up at the first sign of conflict, waiting patiently until the war has ended, and then rushing onto the battlefield in order to salvage the skins from many creatures. Some stories tell of a glabredi that found the remains of a slain pit fiend, removed its face, and wore it with pride. This same glabredi was reportedly killed by a band of cornugons, out of blatant disrespect for the slain baatezu lord.

ECOLOGY: Some sages theorize that glabredi were once powerful demons of pride, now cursed to wander endlessly in search of other's beauty.

Hawk, Infernal

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	15, Fl 36 (B)
HIT DICE:	3+1
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d4
SPECIAL ATTACKS:	Dive
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	S-M (3' long, 8' wing-span)
MORALE:	Elite (13-14)
XP VALUE:	580

The Infernal hawk is a solitary creature often bred in domesticated environments—though wild species do exist. Their bodies are frighteningly human-like with the powerful talons of a hawk. Their beaks are quite sharp and serrated, and their heads and mane are covered in short soft feathers—usually white in color, though the rest of their body is covered with a smooth flesh-tone skin. Their eyes are completely white and blank.

COMBAT: The Infernal hawk is a nimble and graceful flyer, though they are quick on the ground as well. They attack with a claw/claw/bite routine. Each of these attacks scores 1-4 points of damage. Optionally, they may choose to dive upon an opponent from the air. When diving, they make their attack roll at +4 to hit and always score maximum damage with both of their claw attacks. Furthermore, they may elect to seize small-sized creatures and carry them off in lieu of scoring damage.

HABITAT/SOCIETY: Infernal hawks are commonly kept as pets by various lawful-evil creatures. They are quite intelligent and will typically serve masters who are more intelligent than they. Wild specimens are ferocious and vile, often attacking without warning or reason.

Domesticated hawks speak common as well as *Maelhoran*. They also speak their own language consisting of unusually loud screeches and squawks.



These creatures are favored for messenger and aerial reconnaissance missions. Their vision is quite keen, enabling them to see nearly twice as far as an eagle from plane Prime.

Occasionally in the wild, groups of twenty or more of these hawks will gather and roam the Infernal skies like packs of wolves. When they do this, they are nearly unstoppable, slaughtering surface creatures in unbelievable acts of savagery and hate.

Some of these wild specimens are commonly of Neutral Evil or Chaotic Evil alignments. Chaotic specimens have taken to nesting in the Abyss, much to the objections of the tanar'ri.

Laebrus

CLIMATE/TERRAIN:	Infernus, Lower Planes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	18
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d6/1d6/ 2d8/2d8
SPECIAL ATTACKS:	Gaze
SPECIAL DEFENSES:	Regeneration, +1 or better weapon needed to hit
MAGIC RESISTANCE:	70%
SIZE:	L (6' tall at shoulder)
MORALE:	Fanatic (18)
XP VALUE:	9,500



Laebrus are the dreaded wolves of carnage. They are the size of a heavy warhorse, with two heads, powerful muscular bodies, and foul tempers. Their hide is maroon to black red, and their eyes glow bright white.

COMBAT: Laebrus are savage opponents, capable of quickly rending prey with their powerful claws (1d6 damage each) and by biting with their two heads for 2-16 points of damage each.

Worse, they possess a powerful gaze ability they may use with each of their two heads that causes *weakness* and *chill* (save vs. spell or *slows* 50% and -5 on all dice rolls for 1d2 rounds after the gaze is lifted) in all whom they stare.

Laebrus are hit only by magical weapons, and furthermore regenerate 1 hit point per melee round unless burned by acid or holy water. They are immune to all fire and cold-based attacks (magical or otherwise), and receive a +2 bonus vs. any spells of the Enchantment/Charm schools of magic.

HABITAT/SOCIETY: Laebrus rarely run wild, though it is possible to encounter them as such. They are most commonly found serving powerful masters of lawful evil alignment, making excellent tools of the hunt—capable of tracking prey by scent 100% of the time.

These creatures can be found throughout the Lower Planes, though they are most prevalent on Infernus. They are rarely, if ever, seen in the Abyss, and will not serve a chaotic evil lord—though the savagery of these creatures makes them just tolerable by the tanar’ri under certain conditions.

The baatezu have taken an instant liking to these hounds, seeing the great potential to exploit them. A number of pit fiends have ordered the construction of great pins to hold these creatures and to breed their kind as hunting hounds, watchdogs, and for amusement.

Though the laebrus are generally quite loyal to powerful fiends of lawful evil alignment, they do not take kindly to taunts or teasing, preferring to see action, such as the hunt, as often as possible. Masters that taunt or tease these creatures quickly learn that the laebrus can suddenly turn upon them, proving to be powerful opponents. It was rumored that the cornugon Hawlgryt once teased such a hound, and was actually devoured by the laebrus.

Lurm, Predatory

CLIMATE/TERRAIN:	Infernal, Lower Planar, or Prime Material Jungles and Swamps
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	15, Cl 24
HIT DICE:	6+4
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Magic missile, poison
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	40%
SIZE:	M (5' tall & broad)
MORALE:	Elite (13-14)
XP VALUE:	5,500

Predatory lurm are nimble, deadly, and cunning hunters. They are among the most prodigious climbers known, able to hop and swing through the vines and branches of jungles and swamps. They have thick, rubbery hides that provide excellent protection, and their hearing is possibly the most keen known. They also have excellent vision, able to detect movement at amazing distances, and can identify specific man-sized targets more than a mile away.

Lurm are almost never encountered on the ground, but even when they are, they move with great speed and agility. When hunting, lurm hang upside down from vines or branches, using their powerful arms and tail to anchor themselves.

They appear rather unusual, having short, stocky bodies with powerful arms, and a prehensile tail. Both their tail and the wrists have large suction cups capable of moving the lurm along sheer surfaces if need be. Hanging from their muscular neck is their strange head. They have a large central eye that is as black as obsidian, prehensile eartubes that can be directed at precise locations to filter unnecessary background noise, and two tentacles that are used exclusively to manipulate food.

Their rubbery hides are naturally a grayish color, but can change like the chameleon's to provide superb camouflage in a variety of environments.

COMBAT: Predatory lurm have amazing attack capabilities. Against small creatures, they will quickly position themselves where they can pounce on victims, biting them and injecting a poison that causes paralysis for 2d6 turns unless a saving throw vs. poison is made. But this attack strategy is rarely used.

Their primary attack method begins from afar, where the lurm uses its special magic missile ability. From their large obsidian eye, they are able to fire a powerful missile-like bolt that unerringly hits any target within line-of-sight to a maximum range of 360 yards, for 3d4 points of damage. This bolt may be fired once per round at will and is used to disable opponents without exposing the lurm to physical danger.

Once opponents have been disabled or killed, the lurm will quickly close on the victim's location, attempting to further disable surviving victims with a poison spray—spitting their venom (like a cobra) at victims within 10 yards. A successful hit forces such victims to save vs. poison or suffer 1d4 points of damage and be blinded for 2d4 days or until a *neutralize poison* or *cure blindness* spell is used.

Once the lurm has attacked in this manner, or if the victims seem unaffected by the poison spray, the lurm will pounce on its victims, attempting to bite at them with its powerful jaws and paralyzing them with its venom. If the lurm is unable to kill its victim within 3 rounds after physically engaging its opponent, or if it loses more than 50% of its hit points, it will retreat from battle, moving at a rate of 24 through the vines or branches into hiding.

A lurm that has retreated from battle will not again attack the same victim(s), though they have been known to follow such opponents, trailing behind them under the cover of the jungle, out of curiosity.

To help defend itself from predators, the lurm has developed a powerful camouflage ability that is effective in all jungle, swamp, and other tropical environments. Using a chameleon-like ability, lurm appear invisible (or nearly so) in such terrains, enabling them to hide or stalk prey without being detected. At a movement rate of 12 or less, the lurm is between 96 and 100% undetectable. If moving at greater speeds, they are between 76 and 92% invisible. Even when attacking with their magic missile ability, they are 50% undetect-

able, making it very difficult for other missile-capable opponents to identify and target such a creature.

HABITAT/SOCIETY: Though these creatures prefer their outdoor tropical environments, they will sometimes take refuge in subterranean settings. In such environments, the lurm loses its special camouflage and surprise abilities. In fact, in underground settings, the lurm will use its suction-cups to move along ceilings and walls, thus creating a “popping” sound as it walks upon these surfaces. This suction-popping sound has become infamous as a bone-chilling warning that one of these creatures is likely stalking prey. It is certainly the last sound heard by many a cutter who has wandered into the subterranean habitats of these fiendish hunters.

Lurm are sometimes sought by wizards, as well as fiends and plane walkers, for their obsidian eye can be salvaged as a magic item. Once the lurm is slain, the eye can be easily removed by cutting away the rubbery lids. Such an eye will continue to function with approximately 70-100 charges after it has been removed from the lurm. Each magic missile bolt that is fired from the eye drains one such charge. The eye can be recharged as a wand by wizards in the same manner as other magic items.

Any spellcaster may use this eye by holding it upward in his cupped palm. By concentrating on a visually-acquired target, the eye will launch its missile, unerringly hitting any target within 360 yards just as if fired by the lurm.

These eyes are quite rare, but can occasionally be found on the black markets of New Paradise, and rarely at the marketplaces of Sigil.

ECOLOGY: Lurm are warm-blooded creatures native to Infernus and have life-spans of approximately 90 years. They are intelligent and cunning, but do not exhibit family or social structures other than during nesting.

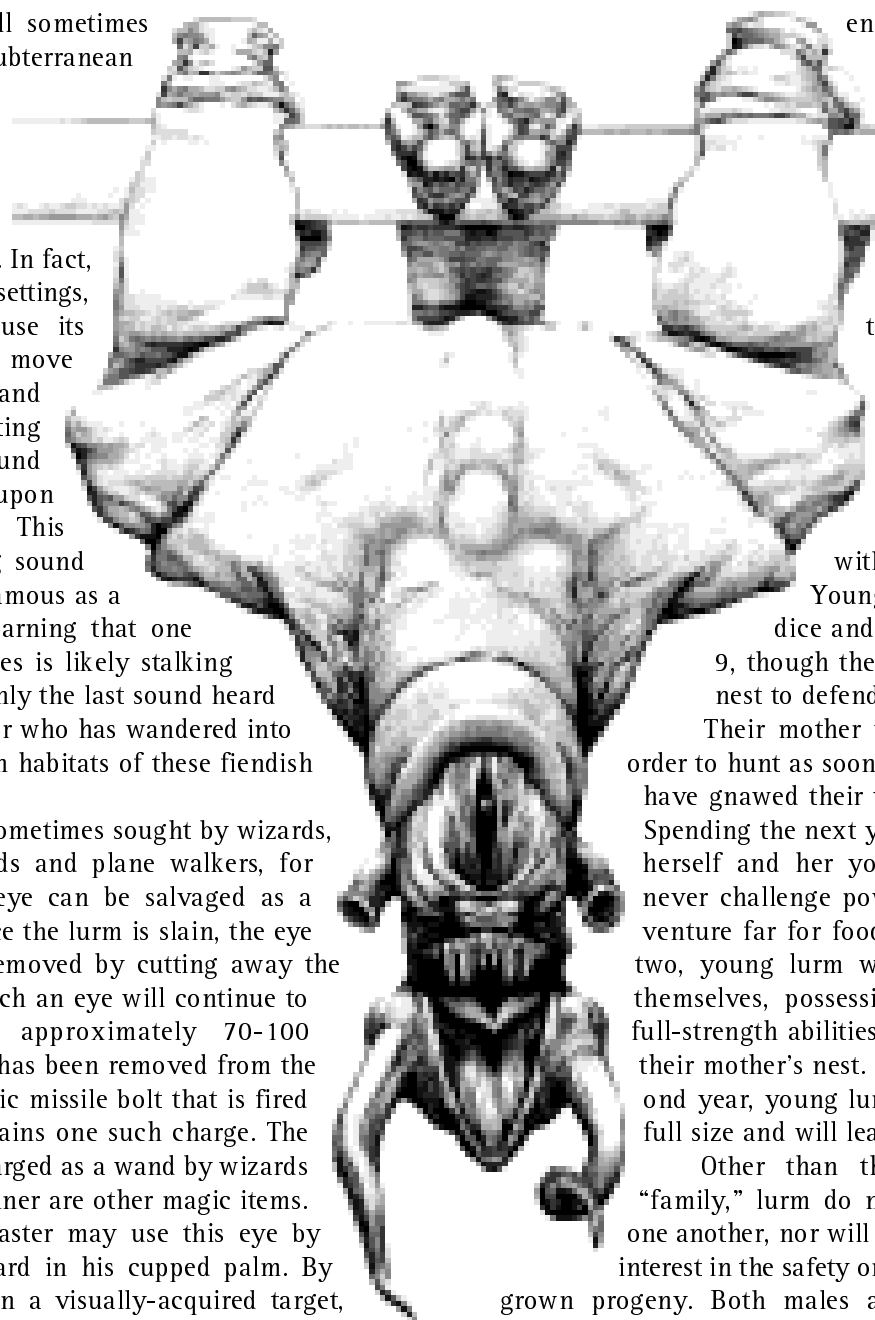
There is no difference between male and female lurm, and they will seek one another in order to mate every year or two. Female lurm lay about a dozen eggs in nests that they will never leave for the 3-4 month incubation period. Hatchlings have voracious appetites and can defend themselves with a half-strength magic missile ability and with full-strength venom.

Young also have 1+1 hit dice and can move at a rate of 9, though they will only leave their nest to defend themselves.

Their mother will leave the nest in order to hunt as soon as all such hatchlings have gnawed their way out of their eggs. Spending the next year gathering food for herself and her young, the mother will never challenge powerful opponents, nor venture far for food. At the start of year two, young lurm will begin to hunt for themselves, possessing 3+3 hit dice and full-strength abilities, but will remain near their mother's nest. By the end of the second year, young lurm will have grown to full size and will leave the nest site.

Other than this demonstration of “family,” lurm do not communicate with one another, nor will the mothers show any interest in the safety or activities of their full-grown progeny. Both males and females are very territorial, and will attack one another when their territories overlap or are challenged (except during mating, when these instincts are non-existent).

Finally, at the close of their 90-year life spans, these creatures die as their eye grows brittle and ineffective. Such eyes are also useless as magic items.



Mammal, Infernal “Glurp & Spano”

SPECIES:	GLURP	SPANO
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Solitary or herd	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Semi (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1 or 10-100	1
ARMOR CLASS:	2	4
MOVEMENT:	12	12, Fl 6 (C)
HIT DICE:	1	1+1
THACO:	19	19
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d3	1d3
SPECIAL ATTACKS:	Head butt	Blood drain
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (1' diameter)	S (2' long)
MORALE:	Unsteady (5-7)	Unsteady (5-7)
XP VALUE:	35	55

Infernus has given birth to a variety of strange and exotic animals. Two of the most well known are the glurp and spano.

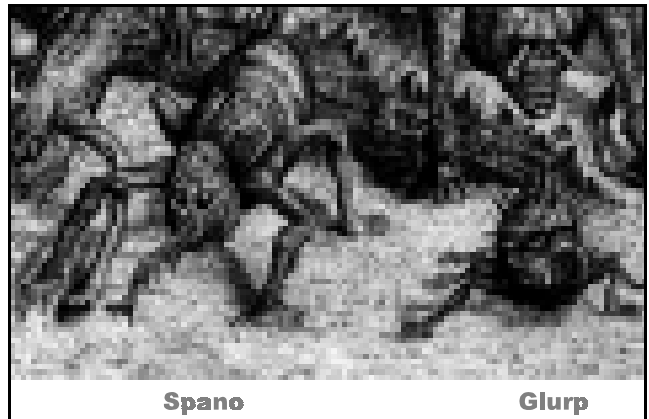
Glurp

DESCRIPTION: Glurp appear as small spherical creatures mounted on six grasshopper-like legs. They have large toothy maws and two eyes. The top of their head is covered with long spines that are very sharp.

Glurp have hard carapace-like shells that range from muddy-brown to sickly yellow, and they make a constant “glurp” sound from which they earn their name.

COMBAT: Glurp will rarely attack man-sized or larger creatures, often fearing even small creatures—though, they will defend themselves. Glurp attack by biting with their toothy maw for 1-3 points of damage.

Glurp also have a powerful leaping ability that enables them to hop up to 15-feet forward or backward and up to 10-feet high. They can use this ability to hurl themselves against an opponent, impaling victims with the sharp spines atop their head. This attack may be performed once every three melee rounds and causes 1d6 points of damage.



HABITAT/SOCIETY: Glurp are very common throughout the multiverse and are typically found on the Lower Planes and Planes of Neutrality. They are somewhat analogous to modern-day pigeons, roaming the streets as either individuals or in groups.

They feed off of vermin, debris, and the droppings of other animals. They are actually welcomed by select cities as a form of cleaning “service,” though are often more of a pest than anything else. The constant “glurping” noise produced by these animals can be very annoying, and they are often treated as vermin by most city inhabitants.

Rarely, these creatures are found in herds in the wild, and only when food supplies are in abundance.

ECOLOGY: Glurp are incredibly prolific, reproducing at will and in great numbers. It is not uncommon for cities that do not control glurp populations through the use of predators to suddenly be inundated with overwhelming numbers of these creatures.

Spano

DESCRIPTION: Spano are small insect-like creatures with thick fly-like wings, and sit atop four human-like arms ending in hands. They also have carapace-like shells that are brownish-green in hue. They make no noise.

COMBAT: Spano attack with their proboscis which hits for 1-3 points of damage. Furthermore, as the proboscis is barbed, a successful hit will indicate the barb is stuck in the victim, enabling the spano to automatically drain blood at a rate of 1d3 points of damage per round with no to-hit roll required.

HABITAT/SOCIETY: Spano can be found in city and wild environments. They are not nearly as prevalent as glurp, but are a common sight nonetheless. Spano feed on small vermin and helpless prey of any size.

Ögum

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or herd
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 or 2-8
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	15
THACO:	5
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2d8/2d8/2d8/1d12/1d12
SPECIAL ATTACKS:	Trample
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	H (15' long, 8' tall at shoulder)
MORALE:	Elite (13)
XP VALUE:	11,000

Ögum are huge herd animals native to Infernus. They are frequently domesticated and used as beasts of burden. Ögum have thick gray-colored hides ranging to russet along their backs. They are extremely muscular and are very powerful animals, capable goring the mightiest of foes. Their eyes are black, and they have great jaws filled with dagger-sized teeth and two five-foot long horns.

COMBAT: Ögum can attack five times per melee round, but a maximum of two such attacks may be directed to a single man-sized foe. They may bite with their mighty jaws for 2-16 points of damage, and likewise impale victims with their huge horns for an additional 2-16 points of damage each. Furthermore, they may use their two fore legs to crush opponents for 1-12 points of damage each,

and these attacks may be used against opponents to the ögum's flank.

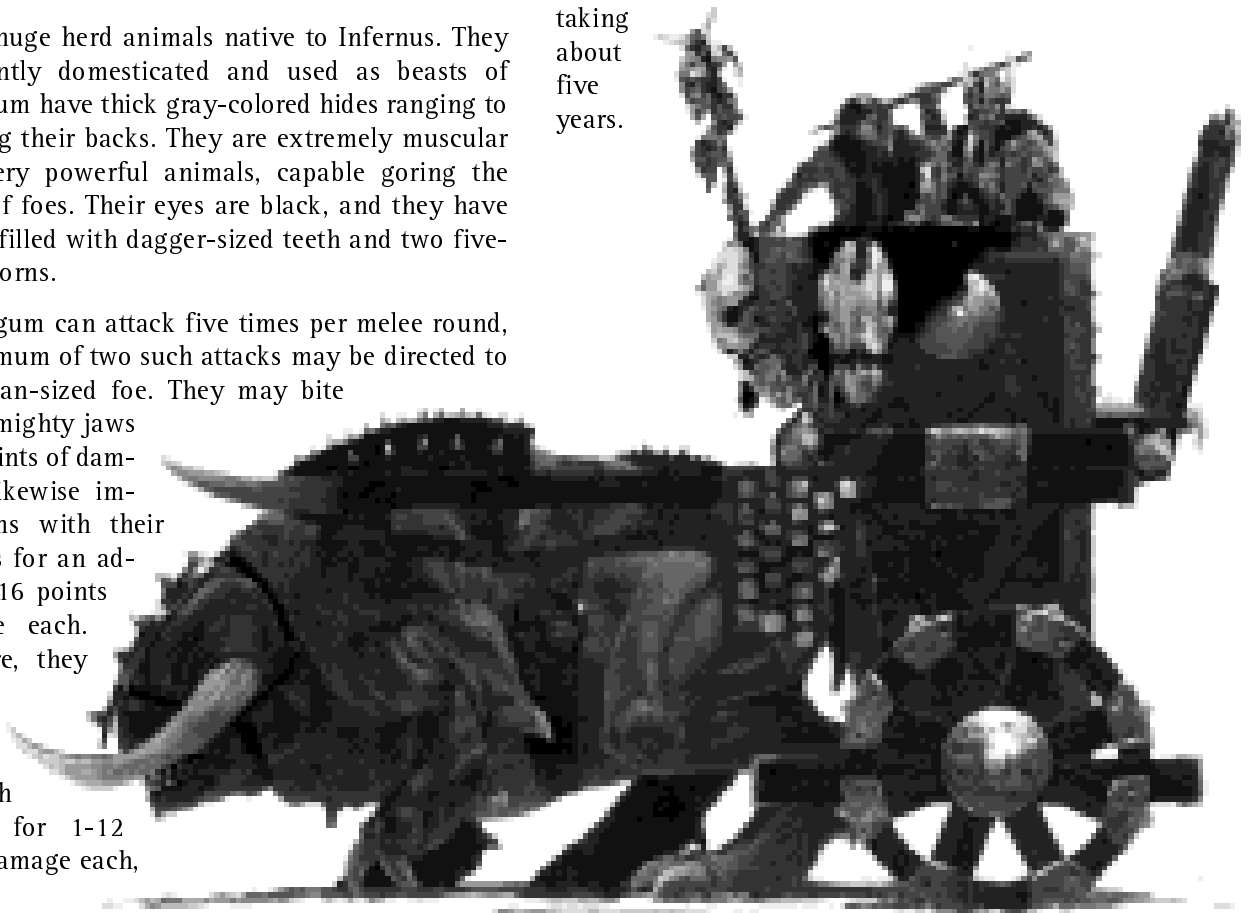
Alternatively, ögum may also trample opponents by plowing over them. Such victims are crushed for 3d12 points of damage.

HABITAT/SOCIETY: Wild ögum exist in small herds ranging from 2 to 8 individuals. They are omnivorous and will thus graze on a variety of Infernal vegetation as well as prey. Wild specimens are particularly aggressive and will not tolerate violations of their territory.

Domesticated ögum can be tamed significantly, thereby allowing owners to use them as beasts of burden and as gate watchdogs. Tamed specimens can thus become quite docile unless otherwise ordered by their masters.

Some masters outfit their beasts with barding, thereby reducing the armor class of these creatures to 2.

ECOLOGY: Ögum are endothermic saurischians that lay eggs as part of their reproductive process. They mate only once every three years, and lay a clutch of approximately a dozen eggs. Mother ögum will incubate and protect their nests and young until they are mature, a process taking about five years.



Pathgar

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	T (x10), V
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	15
HIT DICE:	11
THACO:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8/1d8
SPECIAL ATTACKS:	Feeblemind
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (7' tall)
MORALE:	Elite (13-14)
XP VALUE:	12,000

Psionics Summary:

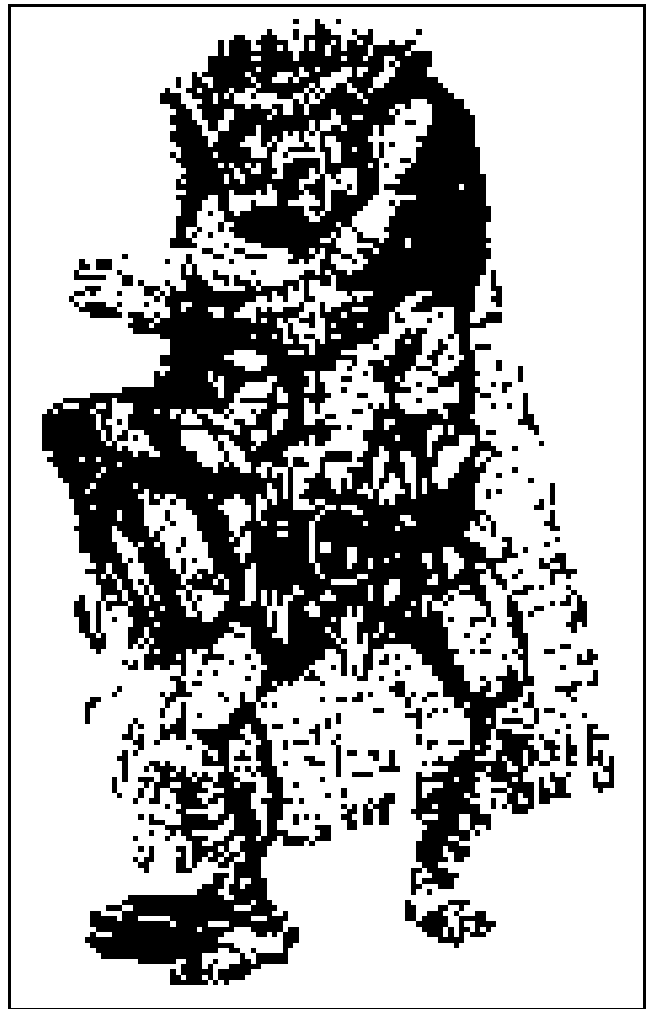
Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
10	4/5/15	All/All	0	10	175

Pathgar are collectors of spell knowledge. They are particularly feared by mages, whom these creatures attempt to prey upon. Pathgar appear as tall humanoids whose skins are completely covered with sprawling words of magic. They will also carry dozens of scrolls that they have collected during their lifetime, as well as two bound tomes of spell knowledge. They are otherwise typically diabolical.

COMBAT: Pathgar attack physically with their two bound tomes. These are swung on chains like a flail, striking for 1d8 points of damage each, and are capable of injuring opponents hit only by +2 weapons.

Furthermore, any creature struck by such a tome must make a saving throw vs. spell or be *feeble-minded*, as per the spell of the same name.

As the pathgar are great collectors of spell knowledge, they fully understand the workings of spells they have seen before. And, although they cannot themselves cast spells, pathgar are immune to the effects of any such spells they have so studied. Because priestly magic does not involve the written words of magic, they are completely defenseless to the effects of such prayers.



Once a wizard can be feeble-minded, killed, or otherwise incapacitated, the pathgar will attempt to retrieve the wizard's spell book plus any scrolls that can be found. After it has collected such knowledge, it will flee a battle scene using psychoportative abilities if it is still under attack by non-wizard opponents.

HABITAT/SOCIETY: These creatures work individually, having never been encountered in the vicinity of one of their fellows. They store collected spell knowledge in the form of scrolls and by recording it in their heavy tomes.

As pathgar begin running out of room in their tomes and scrolls, they begin to inscribe the words of magic upon themselves, until every part of their skin and garb is covered in such runes.

ECOLOGY: Pathgar are completely magical beings and have no known methods of natural reproduction or family.

Petitioner — Pudhu

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Common
ORGANIZATION:	Army
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-100
ARMOR CLASS:	9
MOVEMENT:	9
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d2/1d2 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6' tall)
MORALE:	See below
XP VALUE:	95

Pudhu are petitioners to the realms of Infernus. They are those mortals whose souls were not sufficiently malevolent to become pudcra. Pudhu can never attain status or advance in any regard. They are humanoids closely resembling the forms they held in life, though they are blind. Pudhu are always armed with simple weapons such as clubs, spears, and axes, and they will viciously attack any non-native creatures they encounter on Infernus, heedless of their own safety as they have no minds.

COMBAT: Pudhu attack with the simple weapons they never release from their grasps. If unarmed, they will attack with a claw/claw routine for 1-2 points of damage each.

These creatures have no special or innate abilities—magic or otherwise (including those abilities common to all elderkind). They do, however, regenerate 1 hit point per round and will continue to regenerate even if killed by acid or fire—their ashes reforming in 1d8 rounds. Holy weapons, holy water, and spellcraft will permanently destroy such creatures as will devouring them.

Because pudhu have no minds, they are immune to all mind-affecting and controlling magic. They also never need check their morale.



HABITAT/SOCIETY: Pudhu are often gathered into large legions bound for hapless slaughter. Since they can never advance in status, the elders care none for their well-being. Pudhu are so worthless that they are sometimes driven into great volcanic furnaces where they cannot regenerate and are ultimately annihilated. Though they can be useful in times of war, because of the current political considerations with the baatezu, the elders dare not push the issue. Hence, when their numbers swell too great, they are disposed of or herded into great reserve armies like layers of ants crawling over themselves until they are sent forth.

ECOLOGY: When an appropriate mortal is slain or dies, a pudhu is the result—assuming that they were not diabolical enough to warrant pudcra status. And as such a mortal body dies, its mind dies with it entirely—leaving only an empty soul and mirror image of the body's fleshly remains.

Prophetess

CLIMATE/TERRAIN:	Infernus or Prime Material
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Lawful evil (neutral)

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12, see below
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 +7 (Strength bonus)
SPECIAL ATTACKS:	Untruth
SPECIAL DEFENSES:	Spell immunity, +3 or better weapon needed to hit, cannot be struck by any man
MAGIC RESISTANCE:	100%
SIZE:	M (5½' tall)
MORALE:	Champion (15-16)
XP VALUE:	14,000

The prophetess can either be a highly-sought gift or terrible omen. They appear as beautiful women with long flowing red hair, and white eyes that are completely blank. Their voices are soft and charming.

COMBAT: Prophetesses abhor physical combat and will avoid it whenever possible. If pressed, they can slap with the back of their hand for 1d6 hit points of damage (plus 7 for their great strength). Against lesser opponents, the prophetess will usually try to frighten foes into submission by slapping or grabbing such by the throat and lifting them from the ground with their 19 Strength.

If particularly annoyed, these beings may pronounce an *untruth*, a false prophecy so horrifying that any single target must immediately save vs. spell or go insane. They may use this ability once per turn.

A prophetess can also move across any surface or medium unimpeded and with a movement rate of 12. They are not affected by fire, cold, or electrical attacks, nor by any magic spell—wizard, priest, or otherwise. Furthermore, they may be hit only by weapons of +3 or better enchantment, and even then not if wielded by a man.



Prophetesses always see as if by *true seeing*, and can *plane shift* themselves (and up to eight others if joined by hand) once per day. Additionally, they may use any of the following spells (or the reverse) once per round at will: *cure blindness*, *cure deafness*, *cure disease*, *cure light wounds*, *neutralize poison*, or *reincarnate* (once per week).

Prophetesses also have the special ability to prophesy, for they see random events of importance by gazing into the eyes of any person. A prophetess may prophesy and pronounce one such prophecy per person (that is, once a prophetess has pronounced a prophecy for a specific person, he or she may never benefit from another such prophecy by the same prophetess in his or her lifetime). She will prophesy the events for any individual or group of beings that does not attack her.

Prophesied events may occur at any time in the person's future and always come true—unless that person alters his or her course(s) of action to prevent them, in which case they may or may not come true.

HABITAT/SOCIETY: Nothing is known of these spiritual beings, nor any explanation for why an evil being would offer prophecies to anyone it encountered.

Puckster

CLIMATE/TERRAIN:	Lower Planes or Prime Material
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	R
ALIGNMENT:	Neutral evil (chaotic)

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9, Fl 18 (B)
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Invisibility, silver or +1 or better weapon needed to hit
MAGIC RESISTANCE:	40%
SIZE:	T (2' tall)
MORALE:	Average (8-10)
XP VALUE:	2,500

Pucksters are small and highly-annoying fiends that delight in pranks, mischief, and practical jokes. They are considered abominations, best avoided or eliminated quickly.

They appear as tiny gremlin-like fiends with grayish to yellow-green hides. They constantly smile and have voices so annoying that they act as a perpetual *taunt* spell.

COMBAT: Pucksters can turn invisible at will, and can employ their spells while in such a state. They must, however, become visible in order to deliver their bite attack which inflicts 1-3 points of damage.

They may use the following spells as a 6th-level caster, one at a time and once per round at will: *alarm*, *audible glamor*, *cantrip*, *command*, *dancing lights*, *grease*, *hallucinatory terrain*, *knock*, *magic mouth*, *spook*, *suggestion*, *trip*, *unseen servant*, and *ventriloquism*.

Furthermore, they are hit only by silver or +1 or better weapons. They are also resistant to magic, wherefore any spell directed at them will fail 40% of the time.

HABITAT/SOCIETY: Pucksters are perhaps the most irritating form of vermin found in the lower planes. They have a wide variety of spell-like powers that they use to



cause all sorts of mischief. Unfortunately, they also do not know when to quit, and many of their pranks can turn deadly when they are cunningly engineered.

These creatures are also highly annoying for their attitudes. Many creatures have been driven to near insanity by intense rage inspired against these tiny fiends.

Pucksters are found throughout the lower planes, and can also be encountered on the Prime Material Plane. They gleefully bounce about looking for serious interactions to meddle in. The more serious, the greater the fun for the puckster. It is not uncommon for these beings to use their audible glamor and ventriloquism abilities to “insert” inappropriate words or comments into a delicate conversation (especially during truce negotiations, royal weddings, and other events of great etiquette).

Pucksters have also been known to follow victims for days or even weeks, constantly pestering them and generally making their lives unbearable. As a puckster grows bored with such actions, their pranks may become more deadly. Examples may include use of their hallucinatory terrain ability to make a chasm look like a cobblestone path, etc.

Because of their attitudes, many creatures will slay these creatures outright when they see one. Some cities have outlawed their presence and watch for them constantly.

Rhoden “Hopper”

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Common
ORGANIZATION:	Solitary or herd
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 or 3-12
ARMOR CLASS:	5
MOVEMENT:	21
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3/1d3/2d6
SPECIAL ATTACKS:	Jump, rear claw rake
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	L (6' tall, 8' long)
MORALE:	Elite (13)
XP VALUE:	2,400

Rhoden, or ‘hoppers’, are distant cousins to the ögum. They are herd animals native to Infernus, though they are often domesticated as riding beasts and for hunting. They appear somewhat frog-like, with armored tails, powerful legs ending in taloned feet, and huge jaws with razor-sharp teeth. Hoppers also have a great curving horn atop their head. Their skins are gray ranging to russet along their backs, and dark red along their horn and armored tails.

COMBAT: Hoppers attack with their great jaws for 2-12 points of damage, and may also claw opponents for 1-3 points each. They cannot use their great horn for combat, as its curvature prevents this.

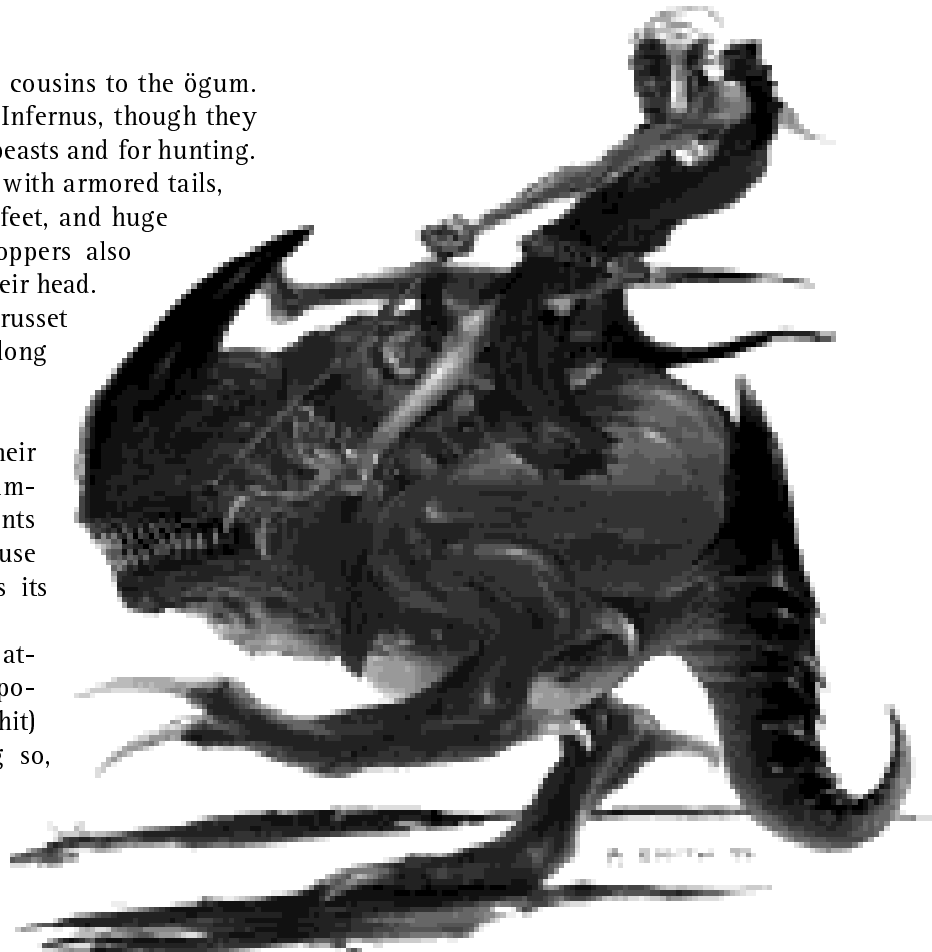
Their preferred method of attack, however, is to charge opponents (thereby gaining a +2 to hit) by jumping them. When doing so, they may hold-on to victims with their two smaller claws, while biting and raking them with their powerful hind legs. This rake counts as a single attack, but inflicts a total of 2d8

points of damage and can *disembowel* victims who fail a saving throw vs. death. Hoppers are also extremely fast runners and can jump up to 40' when attacking.

HABITAT/SOCIETY: Hoppers roam the plains of Infernus in herds of 3-12 individuals. They are most common throughout the Plains of Ög, though some specimens have apparently wandered to other realms.

These creatures are often domesticated and used as riding animals. Their usually aggressive and savage demeanor can be tamed to that of a peaceful steed, and even when carrying a man-sized rider, these beasts are able to move at full speed and can jump up to 20' feet.

ECOLOGY: Rhoden hoppers are endothermic (warm-blooded) ornithischians (“bird-hipped”) that lay eggs in order to reproduce. Like their larger cousins, they mate only once every three years, but can lay a clutch of more than a dozen eggs. Mother hoppers will care for the nests and guard their young until they are able to fend for themselves.



Scourge

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-8
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6 or by weapon type +7 (Strength bonus)
SPECIAL ATTACKS:	Whip
SPECIAL DEFENSES:	Immune to pain
MAGIC RESISTANCE:	60%
SIZE:	M (7' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	11,000

Scourge are manifestations of pain. They are employed by the elders and elderkind in torture, and also make good watchdogs. They appear as tall, twisted men adorned with black leather, chains, shoulder plates, and helms. Their bodies are covered with patches of oily black hair, and they never speak except for occasional snickers of glee.

COMBAT: Scourge always strike with their special whips but, if unarmed, can hit with each of their fists for 1d6 points of damage (plus 7 for their mighty strength).

Their whips are normal, non-magical items, but in the hands of a scourge act as +3 weapons that hit for 1d10 points of damage. Furthermore, the first time an opponent is struck by this whip, he is automatically affected as if smitten by a *symbol of pain* (no save).

Worse, each additional hit from this whip will sap Willpower (Wisdom) from the victim at a rate of 1 point per hit, unless a successful saving throw vs. death is made. Victims whose Willpower is reduced to 3 or less immediately fall to the ground in hopelessness and despair. If a victim's Willpower drops to 0, he or she loses the will to live, and so dies the following round.

Scourge are completely immune to pain and, because of this, sustain -1 hit points per die of damage inflicted upon them. For example, a weapon that strikes for 1d12 points of damage would inflict 0-11 points of



damage. Likewise, a weapon that hit for 2d6 damage would hit for 0-10 points (2-12 minus 2). Similarly, a 6d6 lightning bolt would cause 6d6 -6 points of damage (or 0-30 points).

HABITAT/SOCIETY: Scourge have no sociological purpose other than to inflict pain and suffering upon others. They are common in the pit, and can also be found as torturers, executioners, and jailors in service of other high-up men throughout Infernus.

These dreaded creatures can also be summoned forth by use of terrible magics worked by warlocks and witches on Plane Prime.

CLIMATE/TERRAIN:	Lower Planes, Outlands
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Rodentia only
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil (chaotic)

NO. APPEARING:	1
ARMOR CLASS:	9
MOVEMENT:	6
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Disease, hurling rodents
SPECIAL DEFENSES:	Odor
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (8-10)
XP VALUE:	150

Socus are insane street dwelling creatures once native to Infernus that now plague the city of Sigil and many other major cities in the Lower Planes and Outlands.

They appear as retched female beggars with diseased skins crawling with parasites, wearing tattered and oily rags, and carrying bags of vermin. They reek of a horrid stench that is detectable up to 10 yards away.

COMBAT: Socus prefer not to fight, but may do so by employing any weapons at hand. Alternatively, they may attempt to touch opponents in order to inflict a random disease, unless a saving throw vs. poison is made. Their preferred attack mode is to hurl rodents at opponents up to 15 yards away. Those struck sustain 1 hit point of damage and must likewise save vs. poison or contract a random communicable disease.

Additionally, socus reek of a horrid stench. Anyone that ventures within 3 yards of this creature must save vs. spell each round he remains in the area of effect, or *vomit* as per the spell of the same name.

HABITAT/SOCIETY: Socus are schizophrenic street wanderers bent on harassing passersby. They want nothing to do with any creature that approaches them, and thus prefer to initiate contact themselves.

Socus will typically lurk in alleyways, sit on street corners, or wander aimlessly in search of food. They have no desire or interest in wealth.

When any humanoid being walks by them, they will call out to their victim, crying for help. Those that continue walking without paying them heed are left



alone. Anyone who takes notice of the socus will cause the socus to follow alongside or behind the person, constantly babbling about how it is the ruler of the city, a high-up man here on important business, or a polymorphed god. If such a person then ignores the socus, the creature will soon lag behind and later direct its attentions elsewhere. Otherwise, if the person responds in any manner (either acknowledgment or disbelief), the socus will then take an immediate liking to the victim and will spend between a day and a full week (if possible) tailing the victim and constantly babbling to him. Furthermore, the socus will become very friendly, often touching, poking, or prodding the victim and, hence, bestowing disease.

ECOLOGY: Socus subsist on the flesh of any rodentian mammal, and often gather large quantities of such animals for use as food stores.

Spirit, Misery

CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Semi (2-4)
TREASURE: Nil
ALIGNMENT: Lawful evil

NO. APPEARING: 1
ARMOR CLASS: 0
MOVEMENT: Fl 9 (B)
HIT DICE: 4+4
THACO: 17
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1d6/1d6
SPECIAL ATTACKS: Blood drain
SPECIAL DEFENSES: Regeneration,
+1 or better
weapon needed
to hit
MAGIC RESISTANCE: 20%
SIZE: M (7' tall)
MORALE: Champion (15-16)
XP VALUE: 2,400

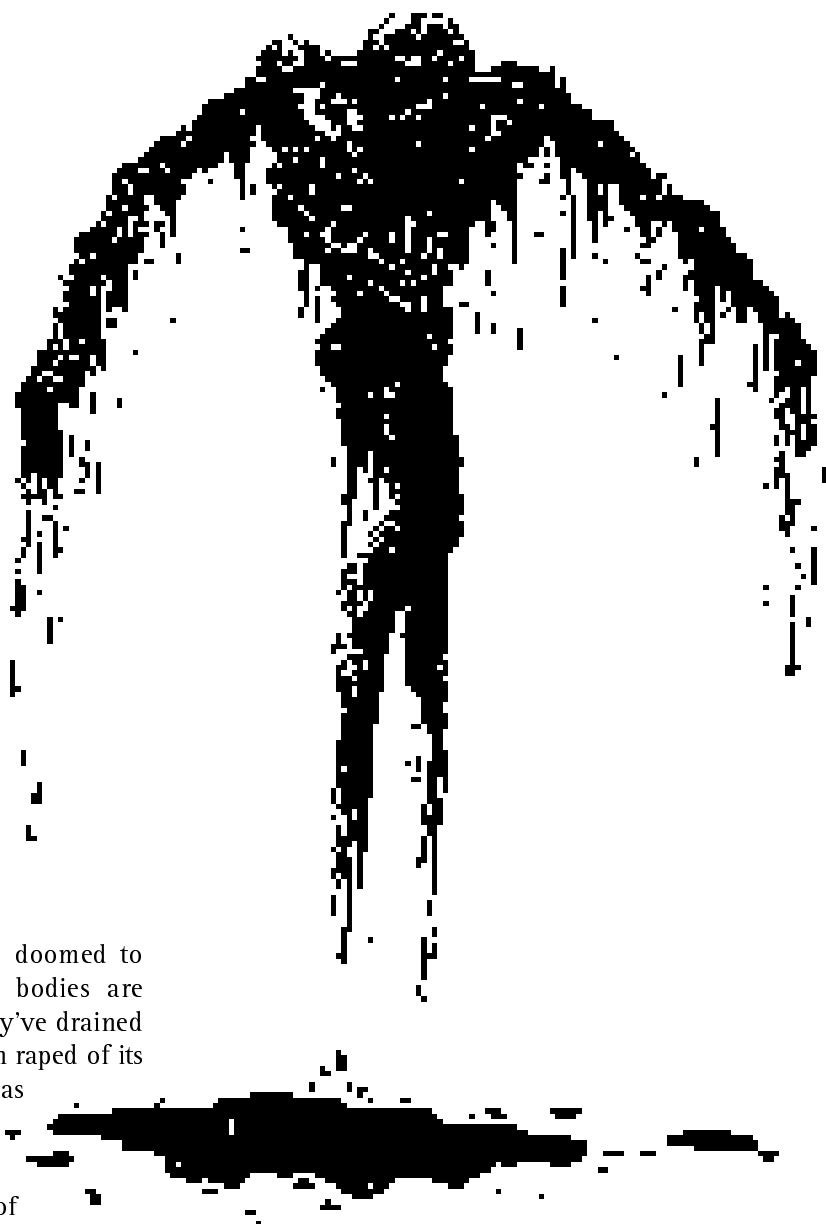
Misery spirits are the remains of victims doomed to suffer great pain in the afterlife. Their bodies are constantly decaying, spilling the blood they've drained from their victims. Once this blood has been raped of its nutrients by the spirit, it then drains away as a foul black syrup, leaving a trail of death wherever the spirit roams.

COMBAT: Misery spirits attack with each of their arms, a successful hit draining 1d6 hit points of blood from an opponent. This hit point drain does not restore hit points to an injured misery spirit, but instead relieves the misery of that being for a while.

In order for this attack to be successful, the spirit must contact exposed flesh with its hit. If the victim is completely protected by armor, the spirit's touch will instead corrode that armor (metal, leather, or otherwise) at an astonishing rate. Because of the corrosiveness of the foul dripping blood, chain mail is dissolved with two hits, plate mail with four. For each magical plus, an additional two strikes must be made. Thus, Plate Mail +2 would become Plate Mail +1 after the spirit has scored two successful hits against the target. Another

two hits would make the armor non-magical, and four more hits would be required in order to gain access to the flesh beneath. Misery spirits also regenerate all damage, save that caused by fire, acid, holy weapons, or holy water, at a rate of 2 hit points per round. Additionally, they are struck only by magical weapons of +1 or better enchantment.

HABITAT/SOCIETY: These spirits are the remains of cannibalistic men and women. As their punishment, they are doomed to wander aimlessly in search of more blood and flesh to devour. They care nothing for themselves, and often fight to the death. Their hunger for flesh and blood is unbounded, and they will risk everything for even the tiniest drop of blood.

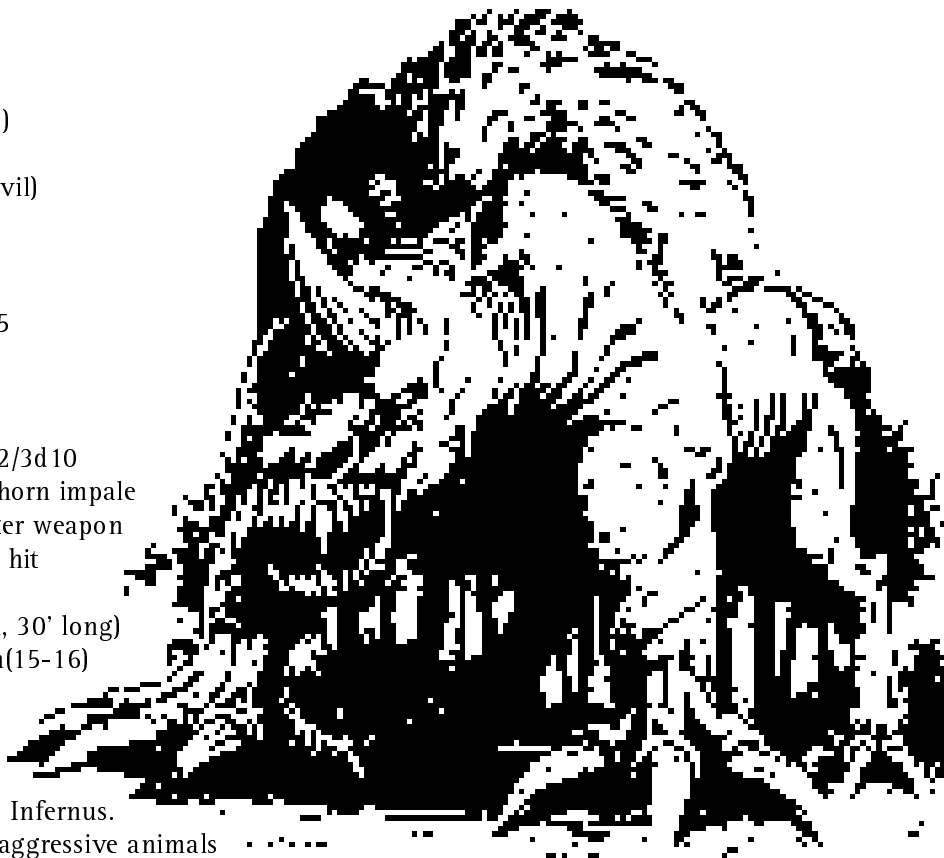


Terrorbeast

CLIMATE/TERRAIN: Infernus
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
TREASURE: Nil
ALIGNMENT: Neutral (evil)

NO. APPEARING: 1
ARMOR CLASS: -1
MOVEMENT: 9, Rush 15
HIT DICE: 30
THACO: 5
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2d12/2d12/3d10
SPECIAL ATTACKS: Trample, horn impale
SPECIAL DEFENSES: +1 or better weapon needed to hit

MAGIC RESISTANCE: 20%
SIZE: G (25' tall, 30' long)
MORALE: Champion(15-16)
XP VALUE: 22,000



Terrorbeasts are perhaps the most feared non-divine creatures on Infernus. They are gargantuan and highly-aggressive animals capable of wreaking mass destruction.

COMBAT: Terrorbeasts attack by crushing victims with each of their two forelegs for 2-24 points of damage each, and can also bite for 3-30 points. Furthermore, man-sized or smaller opponents are swallowed whole on a natural 16-20 die roll.

Swallowed victims sustain an additional 2d10 points of crushing damage, and every round thereafter automatically receive 4d6 points of acid and crushing damage.

Versus large-sized or bigger opponents, the terrorbeast gains an additional attack with its great horn. This horn impales for 2d10 points of damage.

Optionally, the terrorbeast may elect to trample up to 4 man-sized or smaller creatures within a 60-yard radius per round. This trampling replaces all other attacks but inflicts 4d12 damage to everyone trampled.

The mere sight of the terrorbeast causes creatures with less than 3 levels or Hit Dice to be paralyzed with fright (no saving throw) until it is out of their vision. Creatures of 3 or more levels or Hit Dice flee in panic, although those of 6 or more levels or Hit Dice that

manage to succeed with a saving throw vs. paralyzation are not affected (though they often still decide to run away).

Because of the size and thickness of the terrorbeast's hide, only weapons of +1 or better enchantment will score damage. Furthermore, knives, daggers, clubs, and even short swords are simply too small to penetrate the creature's skin.

Terrorbeasts are immune to fire and cold-based attacks, and gain a -1 bonus per die of electrical damage. They cannot be charmed, held, or dominated.

HABITAT/SOCIETY: Terrorbeasts are the largest known animals native to Infernus. They are highly aggressive and savage, and can never be tamed. These creatures have voracious appetites, and will attack any living thing they see. They will even rush an entire herd of ögum.

Terrorbeasts never need sleep and are always on the move. Tales are told of how these creatures have wandered into Infernal border towns and destroyed every structure and inhabitant within minutes.

Thiem

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	3 (see below)
HIT DICE:	4+1
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Back stab
SPECIAL DEFENSES:	Cannot be surprised, 360° degree vision
MAGIC RESISTANCE:	10%
SIZE:	M (6' tall)
MORALE:	Unsteady (5-7)
XP VALUE:	550

Thiem were mortal assassins so overcome by paranoia, that they took their own life. Their punishment is to roam city streets in a state of static-paranoia forever.

To help put them at ease, their bodies are covered with hundreds of additional eyes. Though, as their fates would have it, each of these additional eyes always sees the movements of others as suspicious and menacing.

Because of this, these creatures always shake with fear and are always on-guard. They also never need sleep or eat, for to do either would leave them open to sneak attack. Finally, thiem are doomed to drag the corpse of their last victim with them wherever they go.

COMBAT: Thiem usually carry a small weapon, such as a knife or dagger, and may use it as a thief would—gaining a x2 damage modifier when attacking from behind with surprise.

Although they could travel with a movement rate of 12, they are doomed to carry with them the body of their last victim. This reduces their effective movement rate to 3.

Thiem often try to assassinate everyone they see, for their eyes bestow unending paranoia, and the thiem



will always try to kill before being killed. When doing so, they've been known to temporarily drop their bag.

HABITAT/SOCIETY: Thiem are usually not tolerated in city environments for very long, as their paranoid behavior and resulting killing sprees often work against the laws of most cities.

Nevertheless, one can encounter such a creature hiding among the shadows of dark alleyways and watching even the vermin with a fearful eye.

ECOLOGY: When a thiem dies, its spirit departs to the realm of Infernus (if not there already) and rises as a pudcra (petitioner), ready to serve the rest of its existence in physical pain.

Thunderbeast

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary or herd
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 or 2-11
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	15
THACO:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d12/1d12/2d6
SPECIAL ATTACKS:	Trample, jump, fear
SPECIAL DEFENSES:	Regeneration, +1 or better weapon needed to hit
MAGIC RESISTANCE:	30%
SIZE:	H (9' tall at shoulder, 16' long)
MORALE:	Champion (15-16)
XP VALUE:	12,000

Thunderbeasts earn their name from the thunderous pounding made by their gallop. They are mainly herd animals native to Infernus, but a few solitary specimens can also be encountered. These creatures are among the most highly-sought animals in the planes, for they make powerful steeds of unshakable loyalty.

Thunderbeasts appear somewhat like a giant dog with a very lean and powerful body. Their hides range from light gray to dark brown, and albino specimens are quite common. Their eyesockets are empty except for glowing points of red light. In battle, thunderbeasts roar with the ferocity of a dragon.

COMBAT: Thunderbeasts attack by stomping on opponents with their forelegs for 1-12 points of damage each, and also bite for 2-12 points. Wild specimens are very aggressive and will attack most man-sized creatures without hesitation. Instinctively, they avoid the greater elders.

Optionally, thunderbeasts may trample up to two man-sized victims per round. Creatures caught beneath the weight of these creatures suffer 3d12 points of damage.

Even when mounted by a rider, these creatures may use their powerful legs to jump up to 30-feet high, and twice that forward. They are also very nimble and

fast, capable of sustaining a movement rate of 24 for several days at a time. Likewise, they may be pushed to a canter, giving them a movement rate of 36, sustainable for up to four hours. If galloping, they may move at a rate of 48 for a maximum of two hours. After a canter or gallop, the thunderbeast must be walked for at least an hour before increasing its speed again. Walking thunderbeasts move at half their normal movement rate.

Thunderbeasts are very stout animals, capable of carrying up to 2,000 lbs while maintaining their full speed. Carrying 3,000 lbs reduces their effective move by half, and 4,000 lbs cuts their speed to one-third normal. Although these beasts dislike being fitted with barding, doing so can reduce the creature's armor class to 0.

Because of their great size and appearance, thunderbeasts generate *fear* in a 50-foot radius (save vs. spell to avoid).

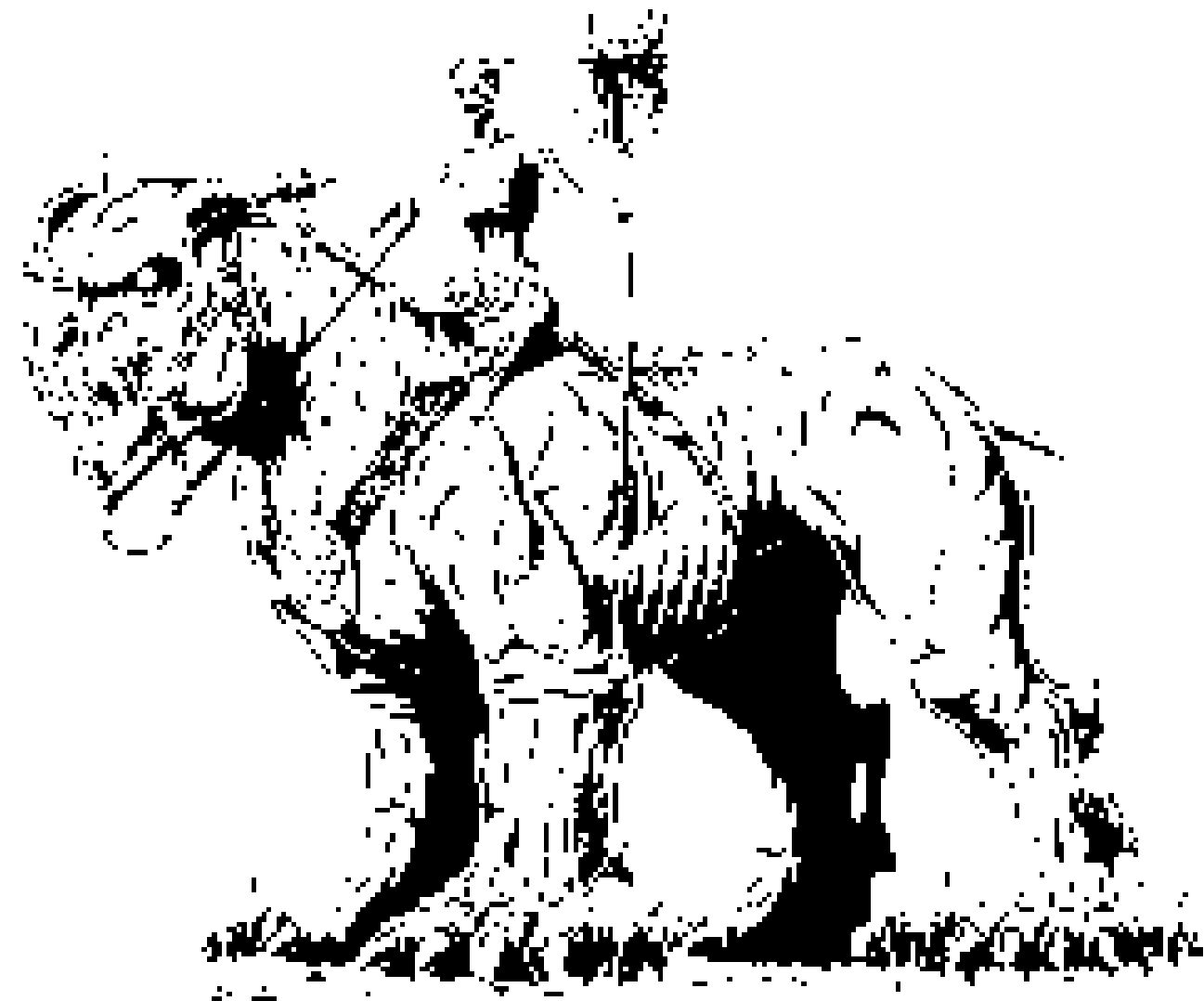
Thunderbeasts regenerate 1 hit point per round unless killed, and can only be struck by +1 or better weapons. In addition, their Infernal heritage gives them a slight resistance to magic. Thunderbeasts cannot be charmed, held, or dominated, and are completely immune to fire-based attacks. Furthermore, they sustain only one-half damage from cold-based ones.

HABITAT/SOCIETY: Thunderbeasts exist in the wild in small herds ranging from 2-11 individuals. They are aggressive and carnivorous, constantly seeking other herd animals or humanoids as food. They are especially fond of the taste of fforge. Their great size and speed make them deadly hunters, and few are able to escape them.

When a herd is on the hunt, the great thunder from their gallop can be heard for many miles. Many of the smaller animals native to Infernus have developed burrows in order to escape from the attacks of these creatures—the beasts' thunder being a warning to those able to hide from them.

Herds typically avoid civilized and settled lands, preferring to hunt in the wild. Though, tales are told of how ravenous herds have descended on some of the Infernal border towns, devouring many of the inhabitants before being driven off.

The maelvornan elders specialize in the capture and taming of these fearsome creatures. To date, they are the only beings capable of quickly doing so. The process of taming a thunderbeast can take years, though if young are captured, this process can be dramatically shortened. Tamed thunderbeasts can then be sold or



distributed to high-up men capable of meeting the outrageous costs associated with buying one.

Tamed thunderbeasts will bond with their masters as long as such beings are either partially or wholly evil, and they are well cared for. In order to gain the long-term loyalty of these beasts, masters must feed them meals of fresh decadent meat, and must occasionally allow the thunderbeast the pleasure of rampaging. Those that do not treat their beasts well will slowly find their steeds more and more stubborn. But those that do, gain steeds of unshakable loyalty—something not normally seen in creatures of evil.

Tamed specimens do not mind being fitted with saddles and harnesses, but do not like barding or other armor and equipment that impedes their movement—though some pampered beasts allow this.

ECOLOGY: Thunderbeasts are warm-blooded, hound-like creatures native to Infernus. Male and female specimens are indistinguishable except for genitalia, and the strongest male will always mate with all of the females in a herd in order to reproduce.

Female thunderbeasts have a gestation period of only 6 months, thereafter laying 1-6 eggs. Eggs are approximately six-inches in diameter, and are incubated and protected in a small pouch just above the vagina. In only four months, the eggs will hatch, and tiny thunderbeasts will climb out of the pouch and fall to the ground below. Young beasts will stay close to the mother until they are half-grown—a process requiring about 1 year. During this time, the mother teaches them how to hunt, and shares her kills with her puppies. Thunderbeasts live approximately 500 years.

Wolf, Infernal “Fleshound”

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	3-12 (3d4)
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	3+3
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3/1d3/2d4
SPECIAL ATTACKS:	Fear, spit venom
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4-7' long)
MORALE:	Champion (15-16)
XP VALUE:	640



The Infernal wolf is a very active, cunning carnivore, capable of surviving in nearly every climate. Shrouded in mystery and suspicion, they are viewed as vicious killers that slaughter travelers and elders alike for the lack of better things to do. The truth is that, unlike their Prime cousins, this *is* true.

Infernal wolves are dark-furred and have blank white eyes. They also have sharp claws and small useless bat wings.

COMBAT: Infernal wolves will attack any creature they deem prey and able to kill for sport. They are difficult to frighten, and rarely use their slain prey for food. They are always found in deadly packs.

An Infernal wolf attacks via its wicked claws for 1-3 points each and a nasty bite for 2-8 points. They may also use their wings similar to the way a chicken does in order to momentarily become airborne.

Furthermore, these wolves may spit venom at a target's eyes. A successful hit can be scored against victims within 20 feet, and forces the victim to save vs. paralyzation or be blinded for 2d6 rounds.

The gaze of this creature causes *fear* unless a successful saving throw vs. magic is made, though the victim is instead paralyzed with fear instead of fleeing the wolf's presence. If their save is failed, the wolf will take great pleasure and patience in moving in for the

kill, while the prey can do nothing but remain helpless until the end.

HABITAT/SOCIETY: Infernal wolf packs primarily roam the hotter and forest regions of Infernus attacking anything living they encounter. Their sole pleasure is the hunt, for which they will sometimes play with their prey for days at a time. Once their prey is slain, they move on in search of new prey.

Wolf packs greater than six members will be led by a *hunt master*—an Infernal wolf of maximum possible hit points and an especially foul disposition.

Occasionally, two or more wolf packs will join together in order to hunt greater prey. Such packs will be led by a *grand master*—similar to a death dog (*MONSTROUS MANUAL*, Dog [2140]), in that they have two heads, but conforming to the statistics above except for 4+4 hit dice and the extra bite.

These creatures do fear the greater elders and it is said they and other powerful creatures will sometimes house many of these hounds for their own purposes. Nobles have been known to release such packs in order to hunt down and kill creatures that have escaped them.

Most other civilized cultures throughout Infernus will slay these creatures outright when they are able to do so.

Worm, Infernal “Bloodworm & Eyeworm”

SPECIES:	BLOODWORM	EYEWORM
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Swarm	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Blood	None
INTELLIGENCE:	Non (0)	Semi (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Lawful evil

NO. APPEARING:	4-16	1
ARMOR CLASS:	9	9
MOVEMENT:	2, Br 1	3
HIT DICE:	1d3 hp	1 hp
THACO:	20	20
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1 hp	1d6
SPECIAL ATTACKS:	Blood drain	Electric charge
SPECIAL DEFENSES:	Nil	Camouflage
MAGIC RESISTANCE:	Nil	5%
SIZE:	T (1-foot long)	T (3 inches)
MORALE:	Unsteady (5-7)	Steady (12)
XP VALUE:	15	20

There are countless species of Infernal worms. Listed here are two of the most common: Bloodworms and Eyeworms.

Bloodworm

DESCRIPTION: Bloodworms are loathsome grubs approximately a foot long. They have dirty pink skins with a succored mouth. They writhe in swarms, often burying themselves just below the soil in order to attack creatures that step on them.

COMBAT: Bloodworms attack by attaching their succored mouths onto exposed flesh and draining blood at a rate of 1 hit point per round of contact. They are immune to normal fire-based attacks, and save at +2 vs. magical-based ones.

HABITAT/SOCIETY: Bloodworms are native to Infernus, but can be encountered anywhere, though they are most frequently found in the Lower Planes.



Eyeworm

DESCRIPTION: Eyeworms are approximately 3-inches long, and have a large translucent pearl for an eye. Their skin is soft, but changes color like the chameleon.

COMBAT: Eyeworms avoid combat and cannot attack. If the worm is molested, however, it can deliver a powerful jolt of electricity to its attacker, causing 1d6 points of damage. This damage is automatically delivered through held weapons, such as a mace or sword (wooden weapons reduce the effectiveness of the charge by 50%).

Eyeworms are immune to all damage from fire, cold, or electricity (magical or otherwise), and cannot be charmed or dominated.

Additionally, these worms can alter the colors of their skins with great precision—virtually painting their environments upon their bodies. When an eyeworm is still, it is 99% undetectable by normal and infravision.

Even when the eyeworm is moving at its full movement rate of 3, it assumes a moving chameleon pattern commensurate with a stationary background, making them between 96 and 98% undetectable.

The worms occasionally allow themselves to be handled when done so in a caring manner.

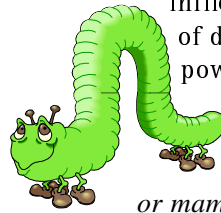
HABITAT/SOCIETY AND ECOLOGY: Eyeworms are created by the maelor and maelambra elders as aides in spying. They can also be controlled by wizards and witches that know the dark of it.

Once control is established—a ritual involving a small crystal orb—the owner can see through the eye of the worm with normal humanoid vision plus 30-foot infravision by gazing into the orb. Furthermore, by speaking to the enchanted orb, the master delivers basic instructions to the worm. Since the worms are semi-intelligent, they are able to comprehend and obey basic instructions regarding where to go and what to see. When not under control, the worms carry out their last instructions, though they are unable to “remember” what they’ve seen. Thus, a master who instructs the worm to follow “that” man and watch his actions, will cause the worm to follow as best it can and remain at a safe distance, always watching the target. And, at any time, the master can gaze into the orb to see what the worm currently sees. No audible information is transmitted back to the master.

These worms are sometimes harvested by others for their translucent pearl-like eyes, which are said to bring a decent price on the market.

Worm, Jooker “Faerie Worm”

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Neutral (good)



NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	3, Fl 64 (A)
HIT DICE:	7+7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 hp
SPECIAL ATTACKS:	Magic
SPECIAL DEFENSES:	Regeneration, +1 or better weapon needed to hit
MAGIC RESISTANCE:	100% (see below)
SIZE:	T (4 inches long)
MORALE:	Champion (15-16)
XP VALUE:	14,700

Jookers, or faerie worms, are an enigma of the Infernal realms. Some believe that they have nothing to do with Infernus, and simply came to be, around the same time as the return of Infernus.

Jookers are about four inches long and green in color. They have smiling faces and often wear shoes or boots. Some specimens have been encountered with miniature blue or red scarves as well as goggle-like inventions for use during high-speed flight. These faerie worms have tiny voices with cockney-like accents.

Jookers have pleasant attitudes and never attack or kill enemies unless provoked. Even then, they are careful that their spells cause only minor damage or simply immobilize, restrain, or confuse opponents. They are extraordinarily curious creatures, known to befriend evil and good persons alike, riding about on their shoulders, heads, or hiding in beards. If a creature that they have befriended is attacked, they will sometimes (30% chance if non-life threatening, or 90% if life-threatening) aid in battle against such foes.

Likewise, they can become quite a nuisance by throwing obnoxious comments or awakening from a long nap with a loud yawn at the most inopportune times (such as when a character is sneaking past a sleeping sentry). Fortunately, jookers spend almost 70% of their lives asleep, from which they cannot be woken unless they are themselves attacked or in grave danger.

COMBAT: If annoyed, jookers can deliver a bite that inflicts 1 hit point of damage. Their primary means of defending themselves is in the form of spell-like powers, which they may use once per round at will and as a 9th-level caster. These are: *affect normal fires*, *alarm*, *alter self*, *animal friendship*, *audible glamer*, *bind*, *bless*, *cantrip*, *charm person or mammal* (once per week), *command*, *continual light*, *cure disease*, *cure light wounds*, *dancing lights*, *darkness 15' radius*, *deafness*, *detect good or evil*, *detect lie*, *detect magic*, *enlarge* (once per day), *ESP*, *feather fall*, *frisky chest*, *grease*, *hold person or monster* (once per day), *knock*, *magic missile* (three times per day), *neutralize poison*, *plane shift* (once per day), *plant growth*, *scare*, *shocking grasp*, *slow*, *spook*, *trip*, and *wizard lock* (once per day).

Jookers are immune to cold and electrical-based attacks, but they take half-damage from all fire-based ones, and full damage from acid-based attacks. Only +1 or better weapons can harm them, and they regenerate 1 hit point per round unless killed.

More serious than all of the foregoing, is that jookers are 100% resistant to all forms of magic and psionics. Spells simply bounce-off of them or fizzle in their presence. Note, however, that unlike some creatures with innate magic resistances, jookers are unable to shatter spells by moving into them—though they are still unaffected. That is, a jooker could walk through a *wall of force*, but doing so would not shatter the spell.

Jookers are able to levitate and fly magically at incredible speeds, but cannot fly higher than six-feet above any surface. So fast are they, that when traveling across deserts or dunes, they create huge dust-clouds in their wake, viewable for miles around. Likewise, when traveling above water, giant waves swell as if created by the wake of a modern-day jet fighter just over the ocean surface.

Jookers traveling over long distances at these speeds sometimes fall asleep and can crash into structures or creatures in their way. Ramming into a structure or creature at full-speed causes 6d6 points of damage to both the recipient and the jooker. More than one such jooker has been slain by these accidents.

HABITAT/SOCIETY: Jookers are friendly, light-hearted, curious, and annoying little creatures that often get themselves and their befriended into a variety of mischief and unpleasant situations. Likewise, jookers have been known to help defend their befriended as well as save their lives during life-or-death situations.

Worm, Planar

CLIMATE/TERRAIN:	Infernus or Lower Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	9, Br 9
HIT DICE:	25
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4d10
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	30%
SIZE:	G (30-90' long)
MORALE:	Fanatic (17- 18)
XP VALUE:	17,000

Planar worms are gargantuan horrors, with ten eyes (five on either side of its huge mouth), and numerous barb-like projections used for propelling itself through any rock, magma, soil, or sandy subterranean mediums.

Worms of this type typically range from 30 to 90-feet in length and 10 to 30-feet in diameter, though in the deep deserts of Ög, there have been reported sightings of worms more than 150-feet.

COMBAT: Planar worms can detect movement as soft as a sand skipper crawling across a sandy dessert at a range of up to three miles. Heavier vibrations can be detected up to six miles distant.

Planar worms are carnivorous and when hungry are attracted to such vibrations. They will surface to feed approximately once a day, depending upon the size of their prey.

The planar worm attacks by biting for 4-40 points of damage. If the to-hit roll succeeds by 4 or more, then the target is also swallowed whole. The average planar worm can devour creatures up to ten-feet high and eight-feet wide.



A swallowed creature dies in six rounds, is digested in two hours, and cannot be raised from the dead. Anyone trapped inside a planar worm may attempt to free themselves from the worm's gut by cutting their way out. The inside of the worm is Armor Class 4, but victims suffer a cumulative penalty of -1 to Strength and Constitution every round until they die on the sixth round.

HABITAT/SOCIETY: Planar worms are feared by lesser creatures (even elders), for they will devour any living thing they are able to swallow. Nothing is known of their reproductive behavior, nor their origins.

Wyrms, Diabolical

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-3 (base)
MOVEMENT:	15, Fl 30 (B)
HIT DICE:	15 (base)
THACO:	7 (at 9 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d10/1d10/3d10
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable, +1 or better weapon needed to hit
MAGIC RESISTANCE:	Variable
SIZE:	G (see below)
MORALE:	Fearless (19-20)
XP VALUE:	Variable

Diabolical wyrms are the grand dragons native to Infernus. Though the Infernal variety does not possess wings, they are nonetheless able to fly by use of their unholy will.

These huge lizards have dull black hides covered with rows of glossy spines. Their teeth are dirty white in color and sharp as razors. Their eyes are white.

COMBAT: Diabolical wyrms are very proud creatures, considering themselves superior to all other dragonkind. They conform to all of the standard statistics given in the *MONSTROUS MANUAL™* for *Dragon, General*, except as noted below on table 24.

They are able to claw for 1-10 points of damage

with each of their claws, and bite for 3-30 points of damage. Unlike other dragons, these are hit only by +1 or better weapons.

Diabolical wyrms are completely immune to all fire and electrical-based attacks, though they take normal damage from cold-based ones.

BREATH WEAPON/SPECIAL ABILITIES: A diabolical wyrm's breath weapon is either a searing cone of fire 90-feet long, 5-feet wide at the dragon's mouth and 30-feet at the base, or a 5-foot wide bolt of lightning that streaks 120-feet in a straight line from the dragon's mouth. Creatures hit by either weapon must save vs. breath weapon for half damage.

Infernal wyrms cast their magical abilities at 9th-level, adjusted by their combat modifier. As they age, they gain access to a few warlock spells as outlined in the aforementioned table shown below. Additionally, they gain the following spell-like powers that are usable once per round at will: **Young:** *affect normal fires* three times per day. **Juvenile:** *pyrotechnics* three times per day. **Adult:** *heat metal* once per day. **Old:** *suggestion* once per day. **Very old:** *hallucinatory terrain* once per day. **Venerable:** *veil* once per day.

Diabolical wyrms cannot be charmed, held, or dominated, and they save at +4 vs. all mind-affecting/controlling magic (see list for high Wisdom scores).

HABITAT/SOCIETY: The Infernal dragon prefers to live only atop high mountains or cliff-sides, and even then only if there are great caves that extend deep into the mountainside.

Within these great tunnels and caves, they will construct elaborate traps and alarms designed to disable or at least alert them to the presence of any intruders.

They are very territorial creatures, often sitting high atop their rocky precipices, surveying the surrounding lands.

These dragons are also very intelligent, and cannot

Table 24: Diabolical Wyrm Table by Age

Age	Body Lgt.(')	Tail Lgt.(')	HD Mod	AC	Cmbt Mod	Fear Radius	Save Mod	Breath	Warlock Spells	MR	Treasure	XP Value
1	1-12	0-4	-6	0	+1	None	None	1d10+1	None	25%	Rx4	10,000
2	12-23	4-8	-4	-1	+2	None	None	3d10+2	None	30%	E, S	11,000
3	23-42	8-13	-2	-2	+3	None	None	5d10+3	None	35%	E, S, T	13,000
4	42-61	13-20	None	-3	+4	15 yards	+3	7d10+4	1	40%	H, S, U	15,000
5	61-80	20-27	+1	-4	+5	20 yards	+2	9d10+5	1 1	45%	H, S, U	17,000
6	80-99	27-33	+2	-5	+6	25 yards	+1	11d10+6	1 1 1	50%	H, S, V	18,000
7	99-118	33-42	+3	-6	+7	30 yards	0	13d10+7	1 1 1	55%	H, S, V	19,000
8	118-137	42-49	+4	-7	+8	35 yards	-1	15d10+8	2 1 1	60%	Hx2, S, V	22,000
9	137-156	49-52	+5	-8	+9	40 yards	-2	17d10+9	2 2 1 1	65%	Hx2, S, V	24,000
10	156-165	52-55	+6	-9	+10	45 yards	-3	19d10+10	2 2 2 1	70%	Hx2, S, V	25,000
11	165-174	55-58	+7	-10	+11	50 yards	-4	21d10+11	2 2 2 2	75%	Hx2, S, V	26,000
12	174-183	58-61	+8	-11	+12	55 yards	-5	23d10+12	3 2 2 2	80%	Hx2, S, V	27,000



be goaded into a fight or to perform predictably, as they often outsmart their opponents.

Infernal wyrms share a special connection with the Prime Material Plane, for they are occasionally summoned thence. Additionally, these wyrms respect most elders (especially the greater types), and are often found working in cohorts with them.

ECOLOGY: Diabolical wyrms are carnivorous, preferring the flesh of innocents, but will eat any meat available when starved—even carrion. They seek mates once

every five to twenty years, and females are slightly larger than male specimens.

Females give birth to live young (very unusual for a dragon), but only care for them until they reach age 2 (very young stage). After that, they are booted out of the lair and sent into the lands of Infernus to fend for themselves. Some believe the mothers put their young to these harsh tests as a matter of natural selection.

